VillainTheory's

EVERY VILLAIN'S BEST MODULAR SETS

By changing a scenario's modular encounter sets you can nudge the difficulty up or down, tell new stories, and turn villains you have previously fought into fresh new experiences. Please note however that modular sets only influence a villain, they are just one part of a larger recipe – albeit a significant one.

There are over 600 villain/modular set combinations ready in this document for you to explore. I hope you enjoy them, and I hope it inspires you to try villain/modular set combinations of your own. While I have called these the "best", that is just my own opinion – the possibilities are almost endless!

– VT

MODULAR SET QUANTITY & NEMESIS SETS

Some villain/modular set combinations below include **more** than the recommended number of modular sets. This is **deliberate**, and is **permitted within the official rules**! *(Rules reference 1.7, page 48)*

A small number of these combinations also substitute modular encounter sets with **nemesis sets.** While not within the *official* rules, the company behind the game has used nemesis sets this way in **official** challenges. If it's good enough for them, I think it's good enough for us – and it unlocks a whole new layer of replayability.

DOCUMENT GUIDE

- Each villain/modular set combination is named to give it an identity.
- Each named combination has a difficulty rating between +4 (a LOT harder) and -2 (much easier).
- Any combination listed as "+0" difficulty is approximately as difficult as the default "recommended" modular.
    - In short, any combination listed BELOW the "DEFAULT MODULAR" is HARDER than usual.
    - And any combination listed ABOVE the "DEFAULT MODULAR" is EQUAL to it or EASIER.
- **Combinations with a ✔️ are quick recommendations with safer choices suitable for most decks** (though the difficulty rating and the villain themselves should still be considered) **–** however I strongly encourage you to explore beyond playing these!

PACK GUIDE

CORE = Marvel Champion Core Set
GG = The Green Goblin Scenario Pack
PRINT = Official Print-and-Play Cards
RORS = The Rise of Red Skull Campaign Expansion
KANG = The Once & Future Kang Scenario Pack
GMW = The Galaxy's Most Wanted Campaign Expansion
MTS = The Mad Titan's Shadow Campaign Expansion
HOOD = The Hood Scenario Pack
SM = Sinister Motives Campaign Expansion
MG = Mutant Genesis Campaign Expansion
MOJO = MojoMania Scenario Pack
NEXT = NeXt Evolution Campaign Expansion
APOC = Age of Apocalypse Campaign Expansion
SHIELD = Agents of S.H.I.E.L.D. Campaign Expansion
TT = Trickster Takeover Scenario Pack
CW = Civil War
SS = Synthezoid Smackdown
FNE = Fear No Evil

Other entries in the "Packs" columns below refer to a hero pack which contains a modular set.

CORE SET

RHINO

Themes: Breaking, Stealing, Brute, Crime, Hydra
Mechanics: Extra Attacks, ATK Bonuses, Extra Toughs, Stuns

Name	Modular Sets	Difficulty	Notes	Packs
Unicorn's Horn	Fantasy	+0	Mixed minions. Boss minion (Dragon).	*MOJO*
DEFAULT MODULAR	**Bomb Scare**	**+0**	**Small minions. Thematic.**	***CORE***
Smash and Grab	A Mess of Things	+1	Extra attack (Gang-Up). Large minion. Stuns. Thematic.	*GG*
Stay Hydrated	Hydra Patrol	+1	Small minions. Thematic.	*RORS*
Property Damage	Armadillo	+1	Toughs (makes extra use of Rhino's toughs). Large minion. Thematic.	*NOVA*
Status Update	Beasty Boys	+1	Status cards (makes extra use of Rhino's stuns). 2x Large minions.	*HOOD*
Oops, Joined a Cult ✔️	Clan Akkaba	+2	Adds threat (without affecting the main scheme). Mixed minions.	*APOC*
"We are Breaking!"	Symbiotic Strength	+2	Extra attacks. Dangerous attacks. Small minions.	*SM*
Hydra Heist ✔️	Hydra Assault Ransacked Armory	+2	Mixed minions. Attachments. Thematic.	*RORS* *HOOD*
Rhino's Rampage ✔️	Sinister Assault State of Emergency	+3	Large minions. Side schemes. High boost icons. Thematic.	*SM* *HOOD*
Sinister Swarm	Sinister Syndicate Iron Spider's Sinister Six	+3	Mixed minions. Criminal trait interaction. Thematic.	*HOOD* SP//dr
First Rhino On The Moon	Blue Moon Gravitational Pull	+3	Anti-Rush. Teamwork. Mixed minions. Boss minion.	*APOC* *SHIELD*
Get Wrecked	Super Strength Wrecking Crew	+3	Steady. ATK bonus. Large minions. High boost icons. Thematic.	*NEXT* *HOOD*
Thanos with a Horn	Infinity Gauntlet Children of Thanos The Black Order	+4	SOLO WARNING: The Infinity Stones *will* destroy the main scheme Large minions. Status cards. ATK/SCH bonus. Impactful boost effects.	*MTS* *MTS* *MTS*
Ultimate Rhino	Super Strength Sinister Assault State of Emergency	+4	Steady. ATK bonus. Large minions. High boost icons. Side schemes. Thematic.	*NEXT* *SM* *HOOD*

KLAW

Themes: Sound, Tech, Crime, Mercenaries
Mechanics: Additional Boost Cards

Name	Modular Sets	Difficulty	Notes	Packs
Guards, Guards!	Ransacked Armory	-2	Gives Klaw 5x Armored Guards total. Attachments. Thematic.	*HOOD*
Warped Timeline	Temporal Dystopian Nightmare	-2	Impactful boost abilities. Stuns. Sends alter-ego. Small minions. Side schemes.	*KANG* *APOC*
Tooth and Klaw ✔️	Armies of Titan	-1	Small minions. Impactful boost abilities.	*MTS*
Good Vibrations	New Avengers Secret Avengers	+0	Mixed minions. Impactful boost abilities. Teamwork. Status cards.	*CW* *CW*
Anti-Mutant Amplifier	Genosha	+0	Steady. Mixed minions.	*APOC*
DEFAULT MODULAR	**Masters of Evil**	**+0**	**Large minions. Impactful boost abilities.**	***CORE***
Sounds Like Trouble ✔️	Sinister Syndicate	+1	Impactful boost abilities. Mixed minions. Thematic.	*HOOD*
Sounds Cool	Frost Giants	+1	Large minions. Sends alter-ego. Stuns.	*MTS*
Oops, Joined a Cult	Clan Akkaba	+2	Mixed minions. Adds threat.	*APOC*
Boosted Boombox ✔️	Sinister Assault Mutant Insurrection	+2	High boost icons. Mixed minions.	*SM* *NEXT*
Vibranium Order	Children of Thanos	+2	Mixed minions. Disruption. Impactful boost abilities. Adds Black Order theme.	*MTS* *MTS*
Soundgarden	Black Tom Cassidy	+2	Anti-Rush. Small minions. Stuns. Impactful boost abilities.	*NEXT*
Klaw Starts an Army	Kree Militants	+2	Large minions. Overkill/piercing boost abilities.	*GMW*
Klaw Starts a Band ✔️	Band of Badoon	+2	Mixed minions. Surprise damage. Impactful boost abilities. Swarm.	*GMW*
Klaw Starts a Zoo	Menagerie Medley	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW*
Sonic Screwdriver ✔️	Anachronauts	+3	Mixed minions. Impactful boost abilities (additional boost cards).	*KANG*
"We Are Sound!"	Super Strength Symbiotic Strength	+3	Steady (protects 2x boost card attacks). Extra attacks. ATK bonus. Small minions. Dangerous attacks.	*NEXT* *SM*
Sound Crew	Wrecking Crew Hard Sound	+3	High boost icons. Additional boost cards. Large minions. Boss minion. Thematic.	*HOOD* *SHIELD*
Boost Card Highscore	Anachronauts Space Pirates Hard Sound	+4	A huge amount of additional boost cards. Mixed minions. Boss minion.	*KANG* *GMW* *SHIELD*

ULTRON

Themes: Robotics, Tech
Mechanics: Attack Ability, Minion Swarm (drones)

Name	Modular Sets	Difficulty	Notes	Packs
New Hardware	Military Grade	-2	Attachments. Thematic.	*NEXT*
Batteries Not Included	Power Drain	-2	Treacheries. Mills encounter deck. Thematic.	*GG*
Do The Robot ✔️	Sentinels	-1	Large minions. Thematic.	*MG*
Anti-Mutant Tech	Genosha	+0	Steady (keeps drones spawning). Mixed minions.	*APOC*
Old School Mech ✔️	Celestial Tech	+0	Attachments.	*APOC*
DEFAULT MODULAR	**Under Attack**	**+0**	**Anti-Ally. Surprise damage.**	***CORE***
Android Attacker	Weapon Master	+1	Extra attacks (to spawn drones).	*RORS*
Delivery Drone	Galactic Artifacts	+1	Victory display side schemes. Attachments.	*GMW*
Glitch in the System	Sci-Fi	+2	Mixed minions. Toughness environment (deadly with drones). Thematic.	*MOJO*
A.I. Hivemind	Guerrilla Tactics	+3	Bonuses with multiple enemies (drones). Side schemes.	*SM*
Vibranium Might	Super Strength	+3	Steady (keeps drones spawning). ATK bonus. High boost icons. Thematic.	*NEXT*
Ultra Ultron	Osborn Tech	+4	Attachments. Surge leads to more drones. High boost icons. Thematic.	*SM*
Nano-Tech Robots	Sentinels Future Past	+4	Large minions. Boss minions. Victory display. High boost icons. Nemesis interaction. Thematic.	*MG* *MG*
Infinity Ultron	Infinity Gauntlet Genosha	+4	Steady (keeps drones spawning). ATK/SCH bonus. Status cards. Mixed minions. Thematic.	*MTS* *APOC*

THE GREEN GOBLIN SCENARIO PACK

RISKY BUSINESS

Themes: Crime, Madness, Business, Mercenaries, Alter-Ego, Tech, Goblin
Mechanics: Form-Changing, Limited Time to Attack

Name	Modular Sets	Difficulty	Notes	Packs
DEFAULT MODULAR	**Goblin Gimmicks**	**+0**	**Attachments. Treacheries. Thematic.**	*GG*
Criminal Enterprise ✔️	Down to Earth Running Interference	+1	Sends alter-ego (makes Norman tougher). Small minions. Boss minion. Thematic.	*SM* *GG*
Mercenary Army	Ransacked Armory Batroc's Brigade	+1	Medium minions. Attachments. Thematic.	*HOOD* *SHIELD*
Sharknado ✔️	Menagerie Medley	+2	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW*
Goblin Might	Super Strength	+2	Steady (keeps Goblin activating). ATK bonus. High boost icons. Thematic.	*NEXT*
Wicked Schemes	Whispers of Paranoia Dystopian Nightmare	+2	Sends alter-ego (makes Norman tougher). Nemesis interaction. Side schemes. Thematic.	*SM* *APOC*
Crazy Train	Sitcom Telepathy	+2	Retaliate. Anti-Ally. Sends alter-ego (makes Norman tougher.). SCH bonus. Overkill. Obligations. Thematic.	*MOJO* *NEXT*
Enchanted Forest	Enchantress Black Tom Cassidy	+3	Anti-Rush (makes Goblin tougher). Sends alter-ego. Steals allies. Mixed minions. Stuns. Quickstrike.	*MTS* *NEXT*
Osborn's Thunderbolts	Gravitational Pull Power of the Atom	+4	2x Boss minions (adds pressure while villain is Norman). Surprise damage. Thematic.	*SHIELD* *SHIELD*
Brains AND Brawn	Telepathy Growing Strong	+4	Boss minion (adds pressure while villain is Norman). Retaliate. Anti-Ally. SCH bonus. Overkill. Sends alter-ego.	*NEXT* *SILK*
New Goblin Toys	Goblin Gear	+4	Extra activations. Attachments. Thematic.	*SM*
Oscorp Unleashed	Osborn Tech	+4	Attachments. High boost icons. Thematic.	*SM*
Ultimate Norman	Super Strength Goblin Gear Osborn Tech	+4	Steady (keeps Goblin activating). Extra activations. ATK bonus. Attachments. High boost icons. Thematic.	*NEXT* *SM* *SM*

MUTAGEN FORMULA

Themes: Mutating, Swarm, Goblin, Tech, City Attack
Mechanics: Attack Ability, Minion Swarm, Goblin Trait

Name	Modular Sets	Difficulty	Notes	Packs
Mutant Formula	Hope Summers Mutant Slayers	-1	Adds helpful setup ally. Mixed minions. Adds mutant theme.	*NEXT* *NEXT*
DEFAULT MODULAR	**Goblin Gimmicks**	**+0**	**Attachments. Treacheries. Thematic.**	*GG*
Oscorp Upgrades	Ransacked Armory	+1	Attachments. Thematic.	*HOOD*
The Little Lost Goblin ✔️	Fantasy	+1	Introduces an extra Goblin-traited minion. Mixed minions. Boss minion (Dragon).	*MOJO*
Goblin Gang	A Mess of Things	+1	Extra attack (Gang-Up, works well with minion swarm). Large minion. Stuns. Thematic.	*GG*
Ben Reilly	Spider-Man	+2	Medium minion. Thematic.	*CW*
Crime Wave	Down to Earth City in Chaos	+2	Mixed minions. Sends alter-ego. Thematic.	*SM* *SM*
Venom Goblin At Home	Symbiotic Strength	+3	Extra attacks. Dangerous attacks. Small minions. Thematic.	*SM*
Crafty Goblins	Guerrilla Tactics	+3	Bonuses for multiple enemies. Side schemes.	*SM*
Rogues' Gallery ✔️	Sinister Assault	+3	Large minions. High boost icons. Thematic.	*SM*
A State of Mayhem ✔️	Streets of Mayhem State of Emergency	+3	Side schemes. Changing environment. High boost icons. Thematic.	*HOOD* *HOOD*
Alien Invasion	Band of Badoon Menagerie Medley	+3	Mixed minions. Surprise damage. Impactful boost abilities. Swarm. Confuses.	*GMW* *GMW*
Goblin Gizmos	Goblin Gimmicks Goblin Gear	+3	Attachments. Extra activations. Treacheries. Thematic.	*GG* *SM*
Oscorp Unleashed	Osborn Tech	+4	Attachments. High boost icons. Thematic.	*SM*
New Goblin Toys	Goblin Gear	+4	Extra activations. Attachments. Thematic.	*SM*
Ultimate Green Goblin	Super Strength Goblin Gear Osborn Tech	+4	Attachments. Thematic. Extra activations. ATK bonus. High boost icons. Thematic.	*NEXT* *SM* *SM*

THE WRECKING CREW SCENARIO PACK

WRECKING CREW

Themes: Breaking, Crime, Escape
Mechanics: Multi-Villain, Attack Abilities

NOTE: WRECKING CREW DOES NOT NORMALLY CONTAIN ANY MODULAR SETS.

Unofficially, you could do either of the following:

- Add a modular set to each Villain's deck
- Shuffle four modular sets together, divide them into four equal stacks, shuffle one stack into each villain's deck.

Name	Modular Sets	Difficulty	Notes	Packs
Get Wrecked	City in Chaos Down to Earth State of Emergency Power Drain	+0	Keeps the scenario to very few minions. Thematic (*wrecking the city*).	*SM* *SM* *HOOD* *GG*
Mass Breakout ✔️	Sinister Syndicate Iron Spider's Sinister Six Masters of Evil Running Interference	+1	Many minions. Mixed minions. Criminal trait interaction. Thematic (*breaking out*).	*HOOD* *SP//dr* *CORE* *GG*
All-Out Assault	Standard 1 Hydra Assault Weapon Master Symbiotic Strength	+1	Extra attacks (in each set) to combo with the Wrecking Crew's attack abilities.	*CORE* *RORS* *RORS* *SM*
Goblin Quartet	Goblin Gear Osborn Tech Sinister Assault Iron Spider's Sinister Six	+3	Extra minions. Attachments. High boost icons.	*SM* *SM* *SM* *SP//dr*

THE RISE OF RED SKULL CAMPAIGN EXPANSION

CROSSBONES

<u>Required</u> Modular Set (for Side Deck): Experimental Weapons
Themes: Weapons, Mercenary, Hydra, Attacking
Mechanics: Weapons, Attachments, Boost Icons, Hydra

Name	Modular Sets * = *a weapon within the mod set*	Difficulty	Notes	Packs
Here to Slay	Ransacked Armory** Military Grade* Mutant Slayers	-2	Attachments. Medium minions. Adds mutant theme.	*HOOD* *NEXT* *NEXT*
DEFAULT MODULARS	**Weapon Master**** **Hydra Assault** **Legions of Hydra**	**+0**	**Extra attacks. Mixed minions. Thematic.**	***RORS*** ***RORS*** ***CORE***
Alternative Hydration ✔️	Weapon Master** Hydra Patrol Captain America's Nemesis	+1	5x Hydra Soldiers led by Zemo. Extra attacks. Anti-Rush. Thematic.	*RORS* *RORS* *CAP. A.*
Mercenary Alliance	Ransacked Armory Batroc's Brigade The Leaper	+1	5x Medium mercenary-traited minions. Boss minion. Discarding. Attachments. Thematic.	*HOOD* *SHIELD* *SHIELD*
Big Game Hunter	Under Attack* Hounds* Frost Giants	+1	Anti-Ally. Surprise damage. Sends alter-ego + brings you back. Quickstrike. Mixed minions.	*CORE* *APOC* *MTS*
Don't Fear the Reaver ✔️	Weapon Master** Reavers Deathstrike	+2	Extra attacks. Mixed minions. Attachments. Teamwork. Thematic (*Crossbones looks like a Reaver*).	*RORS* *ROGUE* *WOLV.*
Weaponless	Super Strength Legions of Hydra Hydra Patrol	+3	Steady. No added weapons (high chance of acceleration token). Anti-Rush. ATK bonus. Mixed minions.	*NEXT* *CORE* *RORS*
I Like Big Boosts	Extreme Risk** Wrecking Crew Black Order	+4	High boost icons. Large minions. Boss minion.	*SHURI* *HOOD* *MTS*
Anti-Rush Thunderbolts	Extreme Risk** Whiteout Blue Moon	+4	Anti-Rush. Teamwork. Mixed minions. Boss minion. Stuns.	*SHURI* *WINTER* *APOC*
Spider Glider Rider	Goblin Gear** Osborn Tech** Sinister Assault	+4	Attachments. High boost icons. Extra activations. Large minions. Adds Spider-Man theme.	*SM* *SM* *SM*

ABSORBING MAN

Themes: Absorbing, Elements, Delaying
Mechanics: Delay Counters, Environments

Name	Modular Sets	Difficulty	Notes	Packs
Man on the Moon	Blue Moon	+0	Anti-Rush. Teamwork. Mixed minions.	*APOC*
Part Of The Team	Masters of Evil	+0	Large minions. Thematic. (*Absorbing Man has been a member.*)	*CORE*
DEFAULT MODULAR	**Hydra Patrol**	**+0**	**Small minions. Leads to environment effects triggering. Adds Hydra theme.**	***RORS***
Lightmasters of Evil	Wrecking Crew She-Hulk's Nemesis Set	+1	Large minions. High boost icons. Thematic.	*HOOD* *CORE*
Sharknado ✔️	Menagerie Medley	+2	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW*
The Hydra Elite	Captain America's Nemesis Legions of Hydra	+3	5x Hydra Soldiers lead to more environment cards (when defeated). Anti-Rush. Adds Hydra theme.	*CAP. A.* *CORE*
To Infinity and Beyond	Infinity Gauntlet	+3	No minions (Space Stone resets his deck + causes acceleration token). Status cards. ATK/SCH bonus. Smaller encounter deck = his environment cards trigger more often.	*MTS*
Ice, Ice, Baby ✔️	Whiteout Frost Giants	+3	Large minions. Boss minion. Stuns. Sends alter-ego. *(Relates to Ice trait.)*	*WINTER* *MTS*
Knock On Wood	Super Strength Black Tom Cassidy	+3	Steady. Anti-Rush. Mixed minions. Stuns. Quickstrike. *(Relates to Wood trait.)*	*NEXT* *NEXT*
Like A Rolling Stone	Gravitational Pull Running Interference	+3	Two boss minions. Sends alter-ego. *(Tombstone/Moonstone relate to Stone trait.)*	*SHIELD* *GG*
Pedal to the Metal	Supersonic Sentinels	+3	Boss minion. Large minions. Overkill. *(Relates to Metal trait.)*	*SHIELD* *MG*
Technically Gifted	Osborn Tech	+4	Attachments. Surge leads to environment effects triggering. High boost icons.	*SM*
Friends From Mars ✔️	Badoon Headhunter	+4	Two large minions. Surge leads to more environment effects triggering.	*GMW*

TASKMASTER

Required Modular Set: Hydra Patrol
Themes: Hydra, Hunting, Mimicry, Weapons, Captives, Rescue, S.H.I.E.L.D., Thunderbolts
Mechanics: Form-Changing, Boost Icons, Anti-Form Changing, Attachments, Scenario Allies

Name	Modular Sets	Difficulty	Notes	Packs
Trickmaster	Trickster Magic	-2	Large minions. Adds more allies to be rescued.	*TT*
Shifting Loyalties	S.H.I.E.L.D.	+0	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Thematic.	*SHIELD*
A.I.M. Membership	A.I.M. Abduction	+0	Captures allies. Small minions. Thematic.	*SHIELD*
DEFAULT MODULAR	**Weapon Master**	**+0**	**Extra attacks. Attachments. Thematic.**	***RORS***
Taskmasters Of Evil ✔️	Masters Of Evil	+1	Large minions. Impactful boost abilities.	*CORE*
Thunderbolts #1	Dangerous Recruits Thunderbolts	+1	When Revealed abilities. Impactful boost abilities. Thematic.	*CW* *SS*
Master of the Nine Realms	Enchantress Frost Giants	+2	Sends alter-ego (for main scheme ability). Anti-Rush. Large minions. Steals allies. Adds Asgard theme.	*MTS* *MTS*
Crime-Master	Down to Earth Whispers of Paranoia	+2	Sends alter-ego (for main scheme ability). Small minions. Nemesis interaction.	*SM* *SM*
Taskmadness	Telepathy Sitcom	+3	Sends alter-ego (for main scheme ability). Retaliate. Anti-Ally. SCH bonus. Overkill.	*NEXT* *MOJO*
Stickmaster	Extreme Risk	+3	Boss minion. High boost icons.	*SHURI*
Training Hydra ✔️	Legions of Hydra	+3	Mixed minions. Thematic.	*CORE*
Boostmaster	Sinister Assault	+4	High boost icons (for main scheme ability). Large minions.	*SM*
Thunderbolts #2	Pale Little Spider Techno	+4	2x Boss minions. Piercing. Damage reflect. Thematic.	*SHIELD* *FALCON*
Hyde and Seek	Mister Hyde Goblin Gear	+4	Boss minion. Attachments. Extra activations. *Nowhere is safe.*	*HOOD* *SM*

ZOLA

Themes: Science, Mutations, Technology, Hydra
Mechanics: Minion Swarm, Minion Attachments, Tech Attachments

Name	Modular Sets	Difficulty	Notes	Packs
Hydra Distraction	Bomb Scare	-2	Small minions. Thematic.	*CORE*
New Upgrades ✔️	Ransacked Armory	-2	Attachments. Thematic.	*HOOD*
Cosmic Guards	Blue Moon	+0	Anti-Rush. Teamwork. Mixed minions.	*APOC*
Doctor Frankenstein	Running Interference	+0	Boss minion. Sends alter-ego. Attachments. Adds horror theme.	*GG*
DEFAULT MODULAR	**Under Attack**	**+0**	**Anti-Ally. Area damage.**	***CORE***
Super Swarm	Band of Badoon	+1	Mixed minions. Surprise damage. Impactful boost abilities. Swarm.	*GMW*
Armor Plating	Armadillo	+1	Toughs. Large minion.	*NOVA*
Experiment Gone Wrong	Sauron	+2	Large minion.	*ICEMAN*
Mutate Teamwork ✔️	Guerrilla Tactics	+3	Bonuses for multiple enemies (minions). Side schemes.	*SM*
Tech Convention	Techno	+3	Boss minion. Piercing. Attachments. Thematic.	*FALCON*
Arkham Horror	Horror	+3	Mixed minions. Quickstrike environment. Adds horror theme.	*MOJO*
Don't Fear the Reaver ✔️	Reavers	+4	Minions with tech attachments. Main scheme ability helps trigger Teamwork.	*ROGUE*
Doomsday Zola	The Doomsday Chair	+4	Large minion. Attachments.	*CORE*
Doctor Jekyll	Mister Hyde	+4	Boss minion. Adds horror theme.	*HOOD*
Nano-Technology	Future Past	+4	Boss minions. Victory display. High boost icons. Nemesis interaction. Nano-Tech attachment interaction.	*MG*

RED SKULL

Themes: Hydra, Infinity Stone, Misdirection
Mechanics: Side Schemes, Attachments

Remember to separate the side schemes for the side deck!

Name	Modular Sets * = a side scheme	Difficulty	Notes	Packs
Ride the Lightning	Power Drain* Zzzax	-2	Treacheries. Mills encounter deck. Punishes energy resources.	*GG* *IRONHRT*
Dehydration	Bomb Scare* Hydra Assault	-2	Small minions. Extra attacks. Thematic.	*CORE* *RORS*
Rehydration	Winter Soldier's Nemesis* Black Widow's Nemesis*	+0	Mixed minions. Adds Crossbones and Taskmaster. Thematic.	*WINTER* *WIDOW*
DEFAULT MODULARS	**Hydra Assault** **Hydra Patrol***	**+0**	**Small minions. Extra attacks. Thematic.**	***RORS*** ***RORS***
Caught Red-Handed ✔️	Sinister Syndicate* Iron Spider's Sinister Six*	+1	Mixed minions. Crime trait interaction. Impactful boost effects.	*HOOD* *SP//dr*
Hellfire Takeover	Hellfire* Shadowcat's Nemesis*	+2	Mixed minions. Hellfire trait interaction.	*MAGNTO* *MG*
Oops, Formed a Cult	Clan Akkaba Galactic Artifacts***	+2	Mixed minions. Adds threat. Attachments. Permanent side scheme gives +1 ATK all game. Victory display side schemes.	*APOC* *GMW*
New World Black Order ✔️	Armies of Titan** Children of Thanos**	+3	Mixed minions. Impactful boost abilities. Adds Black Order theme.	*MTS* *MTS*
Ghostbusters	Guerrilla Tactics*** Menagerie Medley	+4	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Bonuses for multiple enemies. Side schemes.	*SM* *GMW*
Mutant Mayhem	Infinites Genosha*	+4	Steady. Anti-Ally (defending). Mixed minions. Permanent side schemes give villain +1 ATK all game. Adds threat.	*APOC* *APOC*
Space Heist	State of Emergency**** Blue Moon*	+4	Adds difficult side schemes. Anti-Rush. Teamwork. Mixed minions.	*HOOD* *APOC*
A Red Skull in Time	Master of Time* Anachronauts**	+4	Adds difficult side schemes. Mixed minions. Impactful boost abilities. Adds time theme.	*KANG* *KANG*
Overhydration	Legions of Hydra** Hydra Patrol*	+4	Adds difficult side schemes. Mixed minions. Anti-Rush. Thematic.	*CORE* *RORS*
Legions of Doom	Legions of Hydra The Doomsday Chair	+4	Adds difficult side schemes. Mixed minions. Attachments. *...Good luck!*	*CORE* *CORE*

THE ONCE AND FUTURE KANG SCENARIO PACK

KANG

Themes: Time Travel, Tech, Conquering, Robot Minions
Mechanics: Obligations, Attack Ability, Separate Areas

Name	Modular Sets	Difficulty	Notes	Packs
WandaVision	Sitcom	+0	Obligations (combos with Kang's cards). Sends alter-ego.	*MOJO*
New Quantumnauts	Sentinels Zero Tolerance	+0	Mixed minions. Sentinel trait interaction. Robot thematic.	*MG* *MG*
Dark Future	Dystopian Nightmare	+0	Obligations (combos with Kang's cards). Sends alter-ego. Thematic.	*APOC*
DEFAULT MODULAR	**Temporal**	**+0**	**Small minions. Stuns. Thematic.**	***KANG***
Fly Me To The Moon ✔️	Blue Moon	+1	Anti-Rush. Teamwork. Mixed minions. Thematic.	*APOC*
Chronos Corps	Hounds	+1	Small minions. Quickstrike. Thematic.	*APOC*
Nemesis Emphasis	Whispers of Paranoia	+1	Sends alter-ego. Nemesis interaction.	*SM*
Back to the Future III	Western	+1	Mixed minions. Damage environment. Thematic.	*MOJO*
"We Are Conquering!"	Symbiotic Strength Weapon Master	+2	Extra attacks. Dangerous attacks. Small minions. Attachments.	*SM* *RORS*
Mutant Mayhem	Infinites Genosha	+2	Steady. Anti-Ally (defending). Mixed minions. Adds threat. Adds mutant theme.	*APOC* *APOC*
Past and Present	Fantasy Sci-Fi	+2	Mixed minions. Boss minion (Dragon). Toughness environment. Thematic.	*MOJO* *MOJO*
Jurassic World	Savage Land	+2	Retaliate. Discards. Mixed minions. Thematic.	*APOC*
History's Greatest ✔️	Anachronauts	+3	Mixed minions. Impactful boost abilities.	*KANG*
Kangception ✔️	Master of Time	+3	Obligations. Mixed minions. Thematic.	*KANG*
The Spoils of War	Space Pirates Galactic Artifacts	+3	Small minions. Quickstrike. Card removal. Victory display side schemes. Thematic.	*GMW* *GMW*
Terminator	Future Past Sci-Fi	+4	Mixed minions. Boss minions. Victory display. High boost icons. Nemesis interaction. Toughness. Thematic.	*MG* *MOJO*

THE GALAXY'S MOST WANTED CAMPAIGN EXPANSION

BROTHERHOOD OF BADOON *(DRANG)*

Required Modular Set: Ship Command
Themes: Space, Ships, Swarm, Badoon
Mechanics: Side Schemes, Scheme Ability, Indirect Damage

Name	Modular Sets	Difficulty	Notes	Packs
Bounty Hunters	Mutant Slayers	-2	Medium minions.	*NEXT*
Space Oddity	Fantasy	-2	Mixed minions. Boss minion (Dragon).	*MOJO*
Kree Reinforcements *"Kree-inforcements"*	Kree Militants	+0	Large minions. Overkill/piercing boost abilities.	*GMW*
Maximum Firepower	Frost Giants Sitcom	+0	Sends alter-ego (helps charge Badoon Ship). Large minions. Obligations.	*MTS MOJO*
Power of the Sun	Sinister Assault	+0	Large minions. High boost icons.	*SM*
Side Scheme Wormhole	Galactic Artifacts	+0	Many side schemes. Attachments. Does not add minions. Thematic.	*GMW*
DEFAULT MODULAR	**Band of Badoon**	**+0**	**Mixed minions. Surprise damage. Swarm. Badoon trait interaction. Thematic.**	*GMW*
Cosmic Creatures ✔️	Menagerie Medley	+1	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Thematic.	*GMW*
Taxi to Asteroid-M	Acolytes	+1	Mixed minions. Teamwork.	*MG*
Gorram Reavers ✔️	Reavers	+2	Mixed minions. Teamwork.	*ROGUE*
Brotherhood of the Moon	Blue Moon Gravitational Pull	+3	Anti-Rush. Mixed minions. Teamwork. Boss minion.	*APOC SHIELD*
Badoon Platoon ✔️	Band of Badoon Badoon Headhunter	+4	Mixed minions. Surprise damage. Impactful boost abilities. Swarm. Thematic.	*GMW GMW*
Crashed On Dagobah	Telepathy Black Tom Cassidy	+4	Retaliate. Anti-Ally. Anti-Rush. SCH bonus. Overkill. Stuns. Small minions. Quickstrike.	*NEXT NEXT*
Infinity Drang	Infinity Gauntlet Genosha	+4	Steady. Status cards. ATK/SCH bonus. Mixed minions.	*MTS APOC*

INFILTRATE THE MUSEUM (COLLECTOR #1)

Required Modular Set: Galactic Artifacts
Themes: Space, Museum, Collecting
Mechanics: Losing Cards, Paying Resources

Name	Modular Sets	Difficulty	Notes	Packs
Goblin Museum	Goblin Gimmicks	-2	Attachments. Treacheries.	*GG*
Jump to Lightspeed ✔️	Ship Command Blue Moon	-2	Anti-Rush. Milano helps remove cards from The Collection. Teamwork. Thematic.	*GMW* *APOC*
A Cheap Victory ✔️	Scientist Supreme	-2	Vulnerable. 2x Large minions. Minions go to the victory display, not The Collection.	*SHIELD*
Table For Two	A.I.M. Science	-1	Small minions. Minions enter play two at a time, filling The Collection.	*SHIELD*
Sticky Fingers	Sinister Syndicate	-1	Medium minions. Impactful boost effects. Sends more cards to The Collection.	*HOOD*
Thanos Daycare	Children of Thanos	+0	Large minions. Impactful boost abilities. Sends more cards to The Collection.	*MTS*
Thief of Time	Anachronauts	+0	Mixed minions. Impactful boost abilities.	*KANG*
DEFAULT MODULAR	**Menagerie Medley**	**+0**	**Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities (leads to filling The Collection). Confuses. Thematic.**	***GMW***
Infiltrate the Deck	Mystique	+2	Boss minion. Puts cards in your deck.	*MG*
Tricks Up His Sleeve	Brothers Grimm	+2	Large minion. Very few total minions. Attachments (fills The Collection).	*HOOD*
Badoon Muscle	Super Strength Band of Badoon	+3	Steady. ATK bonus. Mixed minions. Surprise damage. Sends cards to the Collection. Swarm. Thematic.	*NEXT* *GMW*
The Special Hell	Infinity Gauntlet Osborn Tech	+4	WARNING: Collector collects his own Infinity Stones. Status cards. ATK/SCH bonus. Only one minion total (Space Stone often resets whole deck). Attachments fill The Collection. High boost icons.	*MTS* *SM*

ESCAPE THE MUSEUM (COLLECTOR #2)

Required Modular Set: Galactic Artifacts, Ship Command (*set aside as per main scheme 1A*)

Themes: Space, Being Lost, Escape
Mechanics: Activations, Status Cards, Lots of Threat

Name	Modular Sets	Difficulty	Notes	Packs
Paint It Black	Armies of Titan Black Order	-2	Mixed minions. Black Order trait interaction.	*MTS* *MTS*
Space Police ✔️	Genosha	-1	Steady. Mixed minions.	*APOC*
Oops, Collected a Cult	Clan Akkaba	-1	Mixed minions. Adds threat.	*APOC*
Freeze!	Frost Giants	-1	Sends alter-ego. Large minions.	*MTS*
Gene Pool Party	Infinites	-1	Anti-Ally (defending). Small minions.	*APOC*
Running Scared	Hounds Dystopian Nightmare	-1	Small minions. Sends alter-ego + pulls you back. Quickstrike.	*APOC* *APOC*
Kree-ative Solution	Kree Militants	+0	Large minions. Overkill/piercing boost abilities. Thematic.	*GMW*
Museum Helpers ✔️	Acolytes	+0	Mixed minions. Teamwork.	*MG*
DEFAULT MODULAR	**Menagerie Medley**	**+0**	**Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Thematic.**	***GMW***
Stolen Time	Anachronauts	+1	Mixed minions. Impactful boost abilities.	*KANG*
Stay Hydrated ✔️	Legions of Hydra	+2	Mixed minions.	*CORE*
One Step Ahead	Telepathy	+2	Retaliate. Anti-Ally. SCH bonus. Overkill. Sends alter-ego.	*NEXT*
Under Arrest	S.H.I.E.L.D. Pale Little Spider	+3	Small minions. Boss minion. Vulnerable. Patrol. Damage reflect. Anti-S.H.I.E.L.D.	*SHIELD* *SHIELD*
A Seat on the Council	The Doomsday Chair	+4	Large minion. Attachments.	*CORE*

NEBULA

<u>Required</u> Modular Sets: Ship Command, Power Stone (*see main scheme 1A*)
Themes: Space, Combat, Crime
Mechanics: Surge, Techniques, Activations, More Techniques, Evasion Counters, Even More Surge

Name	Modular Sets	Difficulty	Notes	Packs
Bounty Hunters	Mutant Slayers	-2	Mixed minions.	*NEXT*
Cosmic Warrior ✔️	Armies of Titan Celestial Tech	-2	Small minions. Impactful boost abilities. Attachments. Thematic.	*MTS* *APOC*
Fly Me to the Moon ✔️	Blue Moon	-1	Anti-Rush. Teamwork. Mixed minions.	*APOC*
Daughter of Thanos ✔️	Black Order Children of Thanos	-1	Large minions. Black Order trait interaction. Thematic.	*MTS* *MTS*
On Loan to Ronan	Kree Militants	-1	Large minions. Overkill/piercing boost abilities. Thematic.	*GMW*
The Space Police	Genosha	+0	Steady (keeps Techniques triggering). Mixed minions.	*APOC*
"We Are Surging!"	Symbiotic Strength	+0	Extra attacks. Dangerous attacks. Small minions.	*SM*
DEFAULT MODULAR	**Space Pirates**	**+0**	**Small minions. Quickstrike. Card removal. Impactful boost abilities (additional boost cards find more Techniques). Thematic.**	***GMW***
Technique Time Warp	Anachronauts	+1	Mixed minions. Impactful boost abilities (additional boost cards find more Techniques).	*KANG*
Build-A-Groot	Super Strength Black Tom Cassidy	+2	Steady (keeps Techniques triggering). Anti-Rush. ATK bonus. Small minions. Quickstrike. Stuns.	*NEXT* *NEXT*
Usurped Throne	Infinity Gauntlet Kree Fanatic	+4	Steady. ATK/SCH boost. Status cards. Boss minion. Impactful boost abilities.	*MTS* *PRINT*

RONAN THE ACCUSER

<u>Required</u> Modular Sets: Ship Command, Power Stone (*see main scheme 1A*)
Themes: Space, Combat, Determination
Mechanics: Activations, Huge Attacks, Surge, Hazard Icon

Name	Modular Sets	Difficulty	Notes	Packs
Ronan the Merciful	Goblin Gimmicks Mutant Slayers Hope Summers	-3	Medium minions. Attachments. Helpful setup ally.	*GG* *NEXT* *NEXT*
Kree Sentries ✔️	Sentinels Zero Tolerance	-2	Mixed minions. Sentinel trait interaction. Thematic.	*MG* *MG*
Warhammer 40K	Fantasy	-2	Mixed minions. Boss minion (Dragon).	*MOJO*
"We Are Conquering!"	Symbiotic Strength	+0	Extra attacks. Dangerous attacks. Small minions.	*SM*
The Next Generation ✔️	Acolytes	+0	Mixed minions. Teamwork.	*MG*
Oops, Joined Hydra	Weapon Master Hydra Assault	+0	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
DEFAULT MODULAR	**Kree Militants**	**+0**	**Large minions. Overkill/piercing boost abilities. Thematic.**	***GMW***
Accuse-onauts	Anachronauts	+2	Mixed minions. Impactful boost abilities.	*KANG*
Kree Supremacy	Kree Militants Kree Fanatic	+3	Extra attacks. Large minions. Overkill/piercing boost effects.	*GMW* *PRINT*
Infinity Ronan	Infinity Gauntlet Super Strength Kree Militants	+4	Steady. ATK/SCH boost. Status cards. Large minions. Overkill/piercing boost abilities. Thematic.	*MTS* *NEXT* *GMW*

THE MAD TITAN'S SHADOW CAMPAIGN EXPANSION

EBONY MAW

Themes: Magic, Black Order
Mechanics: Slow Casting Spells, Activation Ability

Name	Modular Sets	Difficulty	Notes	Packs
A Wizard is Never Early	Galactic Artifacts Fantasy	-2	Mixed minions. Boss minion (Dragon). Victory display side schemes. Attachments.	*GMW* *MOJO*
Master of Puppets	Trickster Magic Shadow King	-1	Large minions. Gives allies. Steals allies. Thematic.	*TT* *STORM*
DEFAULT MODULARS	**Armies of Titan** **Black Order**	**+0**	**Mixed minions. Impactful boost abilities. Thematic.**	***MTS*** ***MTS***
Forbidden Sorcery	Legions of Hel Horror	+1	Mixed minions. Quickstrike environment. Thematic.	*MTS* *MOJO*
Conjured Creatures ✔️	Temporal Menagerie Medley	+1	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Status cards.	*KANG* *GMW*
New Followers	Acolytes Celestial Tech	+1	Mixed minions. Teamwork. Attachments.	*MG* *APOC*
Ancient Magic	Clan Akkaba Personal Nightmare	+1	Mixed minions. Adds threat. Huge side scheme. Discards. Thematic.	*APOC* *SM*
Insidious Whispers	Enchantress Whispers of Paranoia	+1	Anti-Rush. Sends alter-ego. Steals allies. Nemesis interaction. Thematic.	*MTS* *SM*
Emperor Palpatine	Telepathy Zzzax Power Drain	+1	Retaliate. Anti-Ally. SCH bonus. Treacheries. Mills encounter deck. Punishes energy resources.	*NEXT* *IRONHRT* *GG*
Oops, Joined Hydra	Weapon Master Hydra Assault	+2	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Warcaster	Genosha Under Attack	+2	Steady. Anti-Ally. Surprise damage. Mixed minions.	*APOC* *CORE*
Dark Side of the Moon ✔️	Extreme Risk Blue Moon	+3	Anti-Rush. Teamwork. Mixed minions. Boss minion.	*SHURI* *APOC*
"We Are Strong!"	Super Strength Symbiotic Strength	+3	Steady. ATK boost. Extra attacks. Dangerous attacks. Small minions.	*NEXT* *SM*
Infinite Magic	Infinity Gauntlet Brothers Grimm Genosha	+4	Status cards. ATK/SCH bonus. Mixed minions. Attachments.	*MTS* *HOOD* *APOC*

TOWER DEFENSE *(PROXIMA/CORVUS)*

Themes: Siege, Teamwork, Black Order
Mechanics: Tower Defense, Two Main Schemes, Attack Abilities, Extra Attacks

Name	Modular Sets	Difficulty	Notes	Packs
Mad Titan's Army	Armies of Titan Black Order	+0	Mixed minions. Black order interaction. Thematic.	*MTS* *MTS*
DEFAULT MODULAR	**Armies of Titan**	**+0**	**Small minions. Thematic.**	***MTS***
The Wrong Tower	Genosha	+1	Steady. Mixed minions.	*APOC*
The Boys Are Back In Town	Beasty Boys Nasty Boys	+1	Mixed minions. Status cards. Teamwork.	*HOOD* *NEXT*
Oops, Joined a Cult	Clan Akkaba	+1	Mixed minions. Adds threat.	*APOC*
"We are Plural!"	Symbiotic Strength	+1	Extra attacks. Dangerous attacks. Small minions.	*SM*
Oops, Joined Hydra	Weapon Master Hydra Assault	+1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Proxima's New Genes	Infinites	+1	Anti-Ally (defending). Small minions.	*APOC*
Corvus Starts a Band ✔️	Band of Badoon	+2	Mixed minions. Surprise damage. Impactful boost abilities. Swarm.	*GMW*
Anti-Mutant Army	Infinites Genosha	+2	Steady. Anti-Ally (defending). Mixed minions. Adds threat.	*APOC*
The Perfect Couple ✔️	Guerrilla Tactics	+3	Bonuses for multiple enemies. Side schemes. Thematic.	*SM*
Tower of Pain	Pale Little Spider Legions of Hydra	+4	Mixed minions. Boss minion. Damage reflect.	*SHIELD* *CORE*
Boost Card Bonanza	Hard Sound Anachronauts	+4	Mixed minions. Boss minion. Additional boost cards.	*SHIELD* *KANG*

THANOS

Required Modular Set: Infinity Gauntlet
Themes: Space, Black Order, Infinity Stones
Mechanics: Huge Attacks, Activation Ability, Infinity Stones

Name	Modular Sets	Difficulty	Notes	Packs
The Reality Stone	Temporal Fantasy	-2	Mixed minions. Boss minion (Dragon). Stuns.	*KANG* *MOJO*
Someone to Stun	Scientist Supreme S.H.I.E.L.D.	-1	Vulnerable. Mixed minions. Anti-S.H.I.E.L.D.	*SHIELD* *SHIELD*
Space Stone Special	Dark Riders Mutant Insurrection	+0	Mixed minions. Minions attack abilities (perfect for the Space Stone). Teamwork.	*APOC* *NEXT*
New Black Order ✔️	Acolytes Celestial Tech	**+0**	Mixed minions. Teamwork. Attachments.	*MG* *APOC*
DEFAULT MODULARS	**Black Order** **Children of Thanos**	**+0**	**Large minions. Black Order trait interaction. Thematic.**	***MTS*** ***MTS***
The Thanos Simulation	Sci-Fi Power Drain	+1	Mixed minions. Discards. Toughness environment.	*MOJO* *GG*
Galactic Armies ✔️	Armies of Titan Band of Badoon	+2	Mixed minions. Swarm. Impactful boost abilities. Thematic.	*MTS* *GMW*
Infinite Infinites	Infinites Celestial Tech	+2	Anti-Ally (defending). Small minions. Attachments.	*APOC* *APOC*
"We Are Inevitable!"	Symbiotic Strength Venom's Nemesis Set	+2	Extra attacks. Small minions. Dangerous attacks. Adds Symbiote theme.	*SM* *VENOM*
Oops, Took Over Hydra	Weapon Master Hydra Assault	+2	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Ronan's Forces	Kree Militants Under Attack	+2	Anti-Ally. Overkill/piercing boost abilities. Large minions. Surprise damage. Thematic.	*GMW* *CORE*
Rip Up Your Deck	Space Pirates Dystopian Nightmare	+2	Card removal. Sends alter-ego. Small minions. Quickstrike. Additional boost cards. Side schemes.	*GMW* *APOC*
The Spoils of War	Menagerie Medley Galactic Artifacts	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Side Schemes. Attachments.	*GMW* *GMW*
Super Thanos	Super Strength Flight Telepathy	+4	Overkill. Retaliate. Steady. Anti-Ally. ATK/SCH bonuses. Overkill/piercing. Pain. Thematic.	*NEXT* *NEXT* *NEXT*

HELA

Themes: Undeath, Journey, Rescue, Death, Cold
Mechanics: Activation Ability, Boss Minions, Attachments, Side Schemes, Victory Display

Name	Modular Sets	Difficulty	Notes	Packs
Down The Rabbit Hole	Crazy Gang Fantasy	-2	Mixed minions. Boss minion (Dragon).	*NCRAWL* *MOJO*
DEFAULT MODULARS	**Frost Giants** **Legions of Hel**	**+0**	**Mixed minions. Sends alter-ego. Thematic.**	***MTS*** ***MTS***
Army of Giants	Frost Giants Thor's Nemesis Set	+1	Large minions (5x giant-traited). Sends alter-ego. Thematic.	*MTS* *THOR*
Fallen Warriors ✔️	Clan Akkaba Temporal	+1	Mixed minions. Impactful boost abilities.	*APOC* *KANG*
Undead Mutants ✔️	Brotherhood Sauron	+2	Mixed minions. Brotherhood trait interaction. Adds mutant theme.	*MG* *ICEMAN*
Hel on Earth	Genosha Infinites	+2	Steady. Anti-Ally (defending). Mixed minions. Adds threat. Adds mutant theme.	*APOC* *APOC*
A Bone To Pick	Personal Nightmare Horror	+2	Mixed minions. Victory display side scheme (powers up Hela). Discards. Quickstrike environment. Thematic.	*SM* *MOJO*
The Ice Queen ✔️	Frost Giants Whiteout	+3	Large minions. Boss minion. Stuns. Sends alter-ego. Thematic.	*MTS* *WINTER*
Hela From the Other Side	Menagerie Medley Guerrilla Tactics	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Bonuses for multiple enemies. Side schemes.	*GMW* *SM*
Bigger and Better	Ransacked Armory Power of the Atom	+3	Boss minion. Attachments (for Hela's large story minions + Thunderbolt).	*HOOD* *SHIELD*
The Victory Dismay	Galactic Artifacts Future Past	+4	Victory display side schemes (powers up Hela). Boss minions. Nemesis interaction. Victory display.	*GMW* *MG*

LOKI

Required Modular Set: Infinity Gauntlet
Themes: Tricks, Illusions, Magic, Asgard, Infinity Stones
Mechanics: Activation Ability, Activations, Huge Attacks, Side Schemes, Status Cards, Attachments

Name	Modular Sets	Difficulty	Notes	Packs
Across the Nine Realms	Galactic Artifacts Fantasy	-2	Mixed minions. Boss minion (Dragon). Victory display side schemes. Attachments.	*GMW* *MOJO*
The Avengers	Temporal Armies of Titan Shadow King	-2	Small minions. Stealing allies. Stuns. Thematic (*inspired by the first MCU Avengers movie – space army, chitauri soldiers, scepter possession).*	*KANG* *MTS* *STORM*
God of Lies ✔️	Trickster Magic Whispers of Paranoia	-2	Large minions. Gives allies. Sends alter-ego. Nemesis interaction. Thematic.	*TT* *SM*
Framed!	Martial Law S.H.I.E.L.D.	-1	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Thematic.	*CW* *SHIELD*
Illusions of Betrayal	New Avengers Secret Avengers	-1	Medium minions. Teamwork. Impactful boost abilities. Thematic.	*CW* *CW*
No Stone Unturned	Genosha Kree Militants	+0	Steady. Mixed minions. Overkill/piercing boost abilities.	*APOC* *GMW*
Oops, Joined Hydra	Weapon Master Hydra Assault	+0	Extra attacks (with Infinity Gauntlet). Small minions. Adds Hydra theme.	*RORS* *RORS*
Sinister Servants ✔️	Sinister Assault Iron Spider's Sinister Six	+0	Mixed minions (above average). High boost icons. Adds Spider-Man theme.	*SM* *SP//dr*
Time Variance Authority	Personal Nightmare Master of Time Dystopian Nightmare	+0	Mixed minions. Sends alter-ego. Huge side scheme. Side schemes. Adds time theme.	*SM* *KANG* *SM*
DEFAULT MODULARS	**Frost Giants** **Enchantress**	**+0**	**Anti-Rush. Sends alter-ego. Steals allies** **Large minions. Thematic.**	*MTS* *MTS*
The Spoils of War	Menagerie Medley Galactic Artifacts	+1	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Side Schemes. Attachments.	*GMW* *GMW*
Don't Fear the Reaver	Reavers Deathstrike	+2	Mixed minions. Reaver trait interaction. Teamwork. Discarding.	*ROGUE* *WOLV.*
Misery Business	Mystique Space Pirates	+4	Small minions. Boss minion. Quickstrike. Card removal. Puts cards in your deck. WARNING: Painful.	*MG* *GMW*

THE HOOD SCENARIO PACK

THE HOOD *[PAGE #1]*

Themes: Crime, Empire, Magic, Recruitment
Mechanics: "Surge", Activations, Attachments

Name	Modular Sets	Difficulty	Notes	Packs
Fair Play ✔️	Hydra Assault Temporal Armies of Titan Black Order Fantasy Mutant Insurrection A.I.M. Science	-2	Mixed minions. All 7 sets here fall within the easier 50% of modular encounter sets - this is to make The Hood's "Foul Play" less punishing.	*RORS* *KANG* *MTS* *MTS* *MOJO* *NEXT* *SHIELD*
Dark Magic	Horror Fantasy Legions of Hel Trickster Magic Enchantress Shadow King Scarlet Witch's Nemesis Set	-1	Mixed minions. Adds magic/horror theme.	*MOJO* *MOJO* *MTS* *TT* *MTS* *STORM* *S. WITCH*
Avenged Sevenfold	New Avengers Secret Avengers Mighty Avengers Young Avengers The Initiative Defenders Spider-Man	-1	Mixed minions. Status cards. Impactful boost abilities. Avenger trait interaction. Adds superhero theme.	*CW* *CW* *CW* *SS* *CW* *CW* *CW*
Criminal Empire ✔️	Sinister Syndicate Iron Spider's Sinister Six Space Pirates Down to Earth Crazy Gang Crime State of Emergency	+0	Mixed minions. Criminal trait interaction. Thematic.	*HOOD* *SP//dr* *GMW* *SM* *NCRAWL* *MOJO* *HOOD*
Trick or Treat	Ship Command Hope Summers Longshot Goblin Gimmicks Horror Brothers Grimm Goblin Gear	+0	Attachments. 4x Easier modular sets. 3x Difficult modular sets. *Trick or treat? Good luck!*	*GMW* *NEXT* *MOJO* *GG* *MOJO* *HOOD* *GG*

THE HOOD *[PAGE #2]*

Name	Modular Sets	Difficulty	Notes	Packs
Masters of Evil United	Masters of Evil Sinister Syndicate Crossfire's Crew Beasty Boys Mister Hyde Brothers Grimm Black Panther Shuri's Nemesis	+0	Mixed minions. Master of Evil trait interaction. Thematic (*has worked with many minions here).*	*CORE* *HOOD* *HOOD* *HOOD* *HOOD* *HOOD* *SHURI*
Hydra Battalion	Bomb Scare Legions of Hydra Weapon Master Hydra Assault Hydra Patrol Captain America's Nemesis Winter Soldier's Nemesis	+0	Mixed minions. Hydra trait interaction. Adds Hydra theme.	*CORE* *CORE* *RORS* *RORS* *RORS* *CAP. A.* *WINTER*
Anti-Rush Brigade	Black Tom Cassidy Enchantress Hydra Patrol A Mess of Things Infinites Hounds Blue Moon	+1	Mixed minions. Anti-Rush (*attempts to counter The Hood's main weakness).*	*NEXT* *MTS* *RORS* *GG* *APOC* *APOC* *APOC*
A Galaxy Far, Far Away	Band of Badoon Kree Militants Menagerie Medley Children of Thanos Black Order Armies of Titan Sci-Fi	+2	Mixed minions. Swarm. Adds space theme.	*GMW* *GMW* *GMW* *MTS* *MTS* *MTS* *MOJO*
Build-A-Hood Workshop	Infinity Gauntlet Flight Super Strength Telepathy Genosha Savage Land Blue Moon	+4	Keywords. ATK/SCH boosts. Attachments. Environments. *(Permanent/setup traited cards enter play as soon as The Hood would shuffle their respective modular set into the game.)*	*MTS* *NEXT* *NEXT* *NEXT* *APOC* *APOC* *APOC*
Thunderbolts Are Go	Gravitational Pull Hard Sound Power of the Atom Pale Little Spider Extreme Risk Techno Whiteout	+4	Boss minions. Boss minions. Boss minions. You are highly likely to have an Elite Thunderbolt minion enter play early due to "Foul Play".	*SHIELD* *SHIELD* *SHIELD* *SHIELD* *SHURI* *FALCON* *WINTER*

SINISTER MOTIVES CAMPAIGN EXPANSION

SANDMAN

Required Modular Set: City In Chaos
Themes: Sand, Crime
Mechanics: Sand Counters, Attack Ability, Indirect ATK Damage, Acceleration Tokens, Exhausting

Name	Modular Sets	Difficulty	Notes	Packs
Quicksand ✔️	Power Drain	+0	Treacheries. Mills encounter deck (speeds up getting acceleration tokens).	*GG*
DEFAULT MODULAR	**Down To Earth**	**+0**	**Sends alter-ego. Small minions. Thematic.**	*SM*
That Sinking Feeling	Masters of Evil	+1	Mixed minions. Impactful boost abilities.	*ICEMAN*
"We Are Sandy!"	Symbiotic Strength	+2	Extra attacks. Dangerous attacks. Small minions.	*SM*
The Sandman Cometh	Personal Nightmare	+2	Huge side scheme. 2x Medium minions. Adds nightmare theme.	*SM*
Oops, Joined A Cult ✔️	Clan Akkaba	+2	Mixed minions. Adds threat.	*APOC*
Sandpaper	Under Attack	+2	Anti-Ally. Surprise damage.	*CORE*
The Sinister Seven	Sinister Assault	+3	Large minions. High boost icons. Thematic.	*SM*
Debris Storm	Wrecking Crew Streets of Mayhem	+3	Large minions. Changing environments. High boost icons. Thematic.	*HOOD* *HOOD*
Oops, Joined Hydra	Weapon Master Hydra Assault	+3	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
The Sands of Time	Anachronauts	+3	Mixed minions. Impactful boost abilities.	*KANG*
Concrete Fists	Mutant Insurrection Extreme Risk	+4	Mixed minions. Boss minion. High boost icons.	*NEXT* *SHURI*
Snowman ✔️	Frost Giants Whiteout	+4	Mixed minions. Boss minion. Stuns. Sends alter-ego.	*MTS* *WINTER*
Dune Sea Desperadoes	Super Strength Sinister Syndicate	+4	Steady. ATK boost. Medium minions. Thematic.	*NEXT* *HOOD*
I Don't Like Sand *It's coarse and rough…*	Telepathy Genosha	+4	Steady. Retaliate. Anti-Ally. SCH bonus. Mixed minions.	*NEXT* *APOC*

VENOM

Required Modular Set: Symbiotic Strength
Themes: Symbiote, Rage, Bell Tower
Mechanics: Attack Ability, Defense Ability, Boost Effects, Bell Tower

Name	Modular Sets	Difficulty	Notes	Packs
Midnight Suns I	Bomb Scare	-1	Small minions.	*CORE*
Symbiote Swarm ✔️	Venom's Nemesis Set	+0	Small minions. Thematic.	*VENOM*
Twisted Timewarp	Temporal	+0	Small minions. Stuns.	*KANG*
DEFAULT MODULAR	**Down To Earth**	**+0**	**Sends alter-ego. Small minions.**	*SM*
Midnight Suns II	Hydra Patrol	+1	Small minions. Reveals more of his cards.	*RORS*
Oops, Ate A Cult	Clan Akkaba	+1	Mixed minions. Adds threat.	*APOC*
Steady Eddie	Genosha Celestial Tech	+2	Steady. Mixed minions. Attachments.	*APOC* *APOC*
The Sinister Seven	Sinister Assault	+2	Large minions. High boost icons. Thematic.	*SM*
Brock 'N Roll Band ✔️	Band of Badoon	+2	Mixed minions. Surprise damage. Impactful boost abilities. Swarm.	*GMW*
The Lethal Attacker	Kree Militants	+2	Large minions. Overkill/piercing boost abilities.	*GMW*
Timely Revenge ✔️	Anachronauts	+3	Mixed minions. Impactful boost abilities.	*KANG*
Symbiotic Tendrils	Super Strength Black Tom Cassidy	+3	Anti-Rush. Steady. ATK boost. Stuns. Quickstrike. Small minions. Thematic.	*NEXT* *NEXT*
Knull's Lullaby	Children of Thanos Hard Sound	+4	Large minions. Boss minion. Impactful boost abilities.	*MTS* *SHIELD*
"Now We're REALLY Angry!"	Anachronauts Space Pirates Hard Sound	+4	Mixed minions. Impactful boost abilities (additional boost cards). Quickstrike. Boss minion.	*KANG* *GMW* *SHIELD*

MYSTERIO

Required Modular Set: Personal Nightmare
Themes: Illusions, Fear, Crime
Mechanics: Encounter Cards In Your Deck, Illusion Trait Attack Ability

Name	Modular Sets	Difficulty	Notes	Packs
Incredible Illusions	Temporal	-2	Small minions. Stuns. Thematic.	*KANG*
Friend or Foe?	Trickster Magic	-2	Large minions. Gives allies. Thematic.	*TT*
Visions of Despair	Dystopian Nightmare	-2	Sends alter-ego. Thematic.	*APOC*
Framed!	S.H.I.E.L.D.	-1	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Thematic.	*SHIELD*
Doom's Brigade	Batroc's Brigade	-1	Medium minions. Thematic.	*SHIELD*
Martial Mirages	Weapon Master	-1	Extra attacks (more illusions in your deck).	*RORS*
Twisted Funfair ✔️	Arcade	-1	Side schemes. Thematic.	*JUBILEE*
Illusions of Betrayal	Any two Civil War/Synth. Smackdown modular sets *(e.g. New Avengers / Spider-Man)*	-1	Medium minions. Thematic.	*CW + SS*
Images of Atlantis	Atlanteans	-1	Small minions. Discarding.	*CW*
Special Effects Expert	Any MojoMania Modular Set	+0?	*Various*. Environments. Thematic. (*I suggest Fantasy or Horror!)*	*MOJO*
DEFAULT MODULAR	**Whispers of Paranoia**	**+0**	**Illusion trait. Sends alter-ego. Nemesis interaction. Thematic.**	*SM*
"We Are Mysterious!"	Symbiotic Strength	+1	Extra attacks (more illusions in your deck). Dangerous attacks. Small minions.	*SM*
The Sinister Seven ✔️	Sinister Assault	+1	Large minions. High boost icons. Thematic.	*SM*
Jurassic World	Savage Land	+1	Retaliate. Discards. Mixed minions. Thematic.	*APOC*
Greek Tragedy	All Versus All	+2	Mixed minions. Recurring side scheme.	*HERCULES*
The Illusionists	Enchantress	+2	Anti-Rush. Sends alter-ego. Steals allies. Thematic.	*MTS*
Mind Games	Telepathy	+3	Retaliate. Anti-Ally. SCH bonus. Overkill.	*NEXT*
Deja Vu	Mystique	+4	Boss minion. Puts cards in your deck.	*MG*

THE SINISTER SIX

Required Modular Set: Guerrilla Tactics
Themes: Teamwork, Ambush, Escape
Mechanics: Teamwork, Attack Abilities, Extra Attacks

NOTE: THE SINISTER SIX DOES NOT NORMALLY CONTAIN ADDITIONAL MODULAR SETS.

Name	Modular Sets	Difficulty	Notes	Packs
Hive of Scum & Villainy	Down to Earth	-1	Small minions. Sends alter-ego. Thematic.	*SM*
Reptilian Recruit	Ghost-Spider's Nemesis Set	-1	Large minion. Thematic.	*SM*
A Rolling Stone	Running Interference	-1	Boss minion. Sends alter-ego. Attachments. Thematic.	*GG*
Nowhere to Hide ✔️	Dystopian Nightmare	-1	Sends alter-ego. Thematic.	*APOC*
Running with Rhino	City in Chaos	+0	Large minion. Acceleration tokens. Thematic.	*SM*
Mutant Ambush	Genosha	+1	Steady. Mixed minions.	*APOC*
The Immortality Trap	Arcade	+1	Side schemes. Arcade can't take damage while the scenario's side scheme is on its first side (it has the ***Trap!*** trait like the mod set side schemes).	*JUBILEE*
"We are Plural!"	Symbiotic Strength	+1	Extra attacks. Dangerous attacks. Small minions. Thematic.	*SM*
Really, Really Sinister	Sinister Syndicate	+1	Medium minions. Boost effects. Thematic.	*HOOD*
Coordinated Crime	State of Emergency	+2	Side schemes. High boost icons. Thematic.	*HOOD*

VENOM GOBLIN

<u>Required</u> Modular Set: Symbiotic Strength
Themes: Symbiote, Glider, Fear, City, Goblin, Tech
Mechanics: Attack Ability, Three Main Schemes, Mass Threat, Boost Effects

Name	Modular Sets	Difficulty	Notes	Packs
Classic Goblin ✔️	Goblin Gimmicks	-3	Attachments. Treacheries.	*GG*
Symbiote Swarm ✔️	Venom's Nemesis Set	-2	Small minions. Impactful boost abilities. Thematic.	*VENOM*
Rogues' Gallery	Sinister Assault	-1	Large minions. High boost icons. Thematic.	*SM*
A City on Fire	State of Emergency	-1	Side schemes. High boost icons. Thematic. *(Warning: scales up a lot per player)*	*HOOD*
Symbiotic Tendrils	Black Tom Cassidy	-1	Anti-Rush. Stuns. Quickstrike. Small minions.	*NEXT*
Oops, Ate Hydra	Weapon Master Hydra Assault	+0	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
DEFAULT MODULAR	**Goblin Gear**	**+0**	**Extra activations. Attachments. Thematic.**	*SM*
Oscorp Unleashed	Osborn Tech	+2	Attachments. High boost icons. Thematic.	*SM*
Nightmare Goblin	Infinity Gauntlet Super Strength Goblin Gear	+4	Steady. Status cards. ATK/SCH bonus. Extra activations. Attachments.	*MTS* *NEXT* *SM*

MUTANT GENESIS CAMPAIGN EXPANSION

SABRETOOTH

Themes: Hunting, Rage, Ally Protection
Mechanics: Extra Attacks, Activation Ability, Boost Icon Heals, Ally Protection

Name	Modular Sets	Difficulty	Notes	Packs
Big Healer	Mutant Insurrection Streets of Mayhem	-1	Mixed minions. Changing environment. High boost icons.	*NEXT* *HOOD*
Criminal World ✔️	Iron Spider's Sinister Six Down to Earth	-1	Mixed minions. Sends alter-ego. Criminal trait interaction.	*SP//dr* *SM*
Otherhood #1	Brotherhood Rogue's Nemesis Set	-1	Mixed minions. Brotherhood trait interaction. Puts cards in your deck. Thematic.	*MG* *ROGUE*
Otherhood #2 ✔️	Brotherhood Sci-Fi	-1	Mixed minions. Toughness environment. 2x Brotherhood characters. Thematic.	*MG* *MOJO*
Otherhood #3	Brotherhood Sauron	+0	Mixed minions. Brotherhood trait interaction. Thematic.	*MG* *ICEMAN*
DEFAULT MODULARS	**Brotherhood** **Mystique**	**+0**	**Mixed minions. Boss minion.** **Puts cards in your deck. Brotherhood trait interaction. Thematic.**	***MG*** ***MG***
Mutant Mayhem	Genosha Infinites	+1	Steady. Anti-Ally (defending). Mixed minions. Adds threat. Adds mutant theme.	*APOC* *APOC*
Oops, Joined Hydra	Weapon Master Hydra Assault	+1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Don't Fear the Reaver	Reavers Deathstrike	+2	Mixed minions. Reaver trait interaction. Teamwork. Discarding.	*ROGUE* *WOLV.*
Assassin's Creed	Gambit's Nemesis Set Arcade	+2	Mixed minions. Quickstrike. Side schemes. Assassin trait interaction.	*GAMBIT* *JUBILEE*
Single-Minded Fury	Super Strength Under Attack	+3	Steady. Anti-Ally. No minions. Surprise damage. ATK boost.	*NEXT* *CORE*
Biggest Healer	Sinister Assault Osborn Tech	+4	Attachments. High boost icons. Adds Spider-Man theme.	*SM* *SM*

PROJECT WIDEAWAKE *(SENTINELS)*

<u>Required</u> Modular Set: Zero Tolerance
Themes: Sentinels, Robots, Technology, Capture, Mutants
Mechanics: Attachments, Anti-Ally (defending)

Name	Modular Sets	Difficulty	Notes	Packs
Round Them Up ✔️	Military Grade	-1	Attachments. Thematic.	*NEXT*
High Voltage	Power Drain	-1	Treacheries. Mills encounter deck. Thematic.	*GG*
No Laughing Matter	Sitcom	+0	Sends alter-ego (harder solo). Obligations.	*MOJO*
DEFAULT MODULAR	**Sentinels**	**+0**	**Large minions. Sentinel trait interaction. Thematic.**	*MG*
Run For Your Lives	A.I.M. Abduction	+1	Anti-Ally. Steals allies. Small minions.	*SHIELD*
Anti-Mutant Pact ✔️	Genosha	+1	Steady. Mixed minions. Thematic.	*APOC*
00PS, J01N3D A CULT	Clan Akkaba	+2	Mixed minions. Adds threat.	*APOC*
Predictive Algorithm	Telepathy Sci-Fi	+3	Retaliate. Anti-Ally. SCH bonus. Overkill. Mixed minions. Toughness environment.	*NEXT* *MOJO*
Dark Future	Future Past Dystopian Nightmare	+4	Boss minions. Sends alter-ego. Victory display. Nemesis interaction. Thematic.	*MG* *APOC*
Big Happy Robot Family	Future Past Sentinels	+4	Boss minions. Victory display. High boost icons. Nemesis interaction. Thematic.	*MG* *MG*
New Hardware	Osborn Tech	+4	Attachments. High boost icons. Thematic.	*SM*

MASTER MOLD

<u>Required</u> Modular Set: Sentinels
Themes: Sentinels, Robots, Technology
Mechanics: Scheme Ability, Attachments, Guard

Name	Modular Sets	Difficulty	Notes	Packs
High Voltage	Power Drain	-1	Treacheries. Mills encounter deck. Thematic.	*GG*
DEFAULT MODULAR	**Zero Tolerance**	**+0**	**Mixed minions. Sentinel trait interaction. Thematic.**	*MG*
Someone to Stun ✔️	Scientist Supreme S.H.I.E.L.D.	+1	Mixed minions. Vulnerable. Anti-S.H.I.E.L.D.	*SHIELD* *SHIELD*
No Laughing Matter	Sitcom	+2	Sends alter-ego (brings in minions here). Obligations.	*MOJO*
Programmed Robots ✔️	Sci-Fi	+2	Mixed minions. Toughness environment. Thematic.	*MOJO*
Master Mind	Telepathy Zero Tolerance	+3	Retaliate. Anti-Ally. SCH bonus. Sends alter-ego (brings in minions here). Overkill. Mixed minions. Sentinel trait interaction.	*NEXT* *MG*
Sentinel-IV	Supersonic Zero Tolerance	+3	Mixed minions. Sentinel trait interaction. Overkill. Thematic.	*SHIELD* *MG*
New Hardware	Osborn Tech	+4	Attachments. High boost icons. Thematic.	*SM*
Big Happy Robot Family	Future Past Zero Tolerance	+4	Mixed minions. Boss minions. Victory display. Sentinel trait interaction. Nemesis interaction. Thematic.	*MG* *MG*
Nano-Tech Online	Future Past	+4	Boss minions. Victory display. High boost icons. Nemesis interaction. Thematic.	*MG*

MANSION ATTACK

Required Modular Set: Brotherhood
Themes: Attacking, Brotherhood of Mutants
Mechanics: Attack Ability, Random Villain, Random Scheme

Name	Modular Sets	Difficulty	Notes	Packs
Gatecrashers	Mutant Slayers	-3	Mixed minions.	*NEXT*
Mansion Mayhem	Streets of Mayhem	-2	Changing environment (combos with main schemes). High boost icons.	*HOOD*
Bad Neighborhood ✔️	Genosha	-2	Steady. Mixed minions.	*APOC*
Mansion Demolition	Wrecking Crew	-1	Large minions. High boost icons.	*HOOD*
Otherhood #1	Rogue's Nemesis Set	-1	Large minion. Brotherhood trait interaction. Puts cards in your deck. Thematic.	*ROGUE*
Otherhood #2 ✔️	Sci-Fi	-1	Mixed minions. Toughness environment. 2x Brotherhood characters. Thematic.	*MOJO*
Otherhood #3	Sauron	-1	Large minion. Brotherhood trait interaction. Thematic.	*ICEMAN*
"We Are Plural!"	Symbiotic Strength	-1	Extra attacks. Dangerous attacks. Small minions.	*SM*
DEFAULT MODULAR	**Mystique**	**+0**	**Boss minion. Puts cards in your deck. Thematic.**	*MG*
Family Reunion	Colossus' Nemesis Set	+1	Overkill/piercing. Large minion. Thematic.	*MG*
The Professor's Chair	The Doomsday Chair	+1	Large minion. Attachments.	*CORE*
Passing the Torch	Infinity Gauntlet *(Due to the Permanent keyword, the Infinity Gauntlet passes to the next villain once one is defeated)*	+1	Status cards. ATK/SCH bonus.	*MTS*
Motherboard of Evil Mutants	Future Past	+2	Boss minions. Victory display. High boost icons. Nemesis interaction. Thematic.	*MG*

MAGNETO

Themes: Magnetism, Sentinels, Asteroid-M
Mechanics: Attack Ability, Magnet Counters, Extra Activations, Toughs

Name	Modular Sets	Difficulty	Notes	Packs
Marauder Clones	Mutant Slayers	-2	Medium minions. Thematic.	*NEXT*
Mass Sentinel Production ✔️	Sentinels Zero Tolerance	-2	Mixed minions. Sentinel trait interaction. Thematic.	*MG* *MG*
Electromagnetic Pulse	Power Drain	-2	Treacheries. Mills encounter deck. Thematic.	*GG*
Homo Superior	Extreme Measures	-1	Mixed minions. Enter play abilities.	*NEXT*
The Gang's All Here ✔️	Brotherhood	-1	Mixed minions. Thematic.	*GMW*
Aco-Lites	Magneto's Nemesis Set	-1	Mixed minions. Discards. Thematic.	*MAGNTO*
Vanity Project	Sci-Fi	+0	Includes robotic Magneto minion. Mixed minions. Toughness environment. Thematic.	*MOJO*
No Stone Unturned	Kree Militants	+0	Large minions. Overkill/piercing boost abilities.	*GMW*
DEFAULT MODULAR	**Acolytes**	**+0**	**Mixed minions. Teamwork. Thematic.**	*MG*
"We Are Magnetic!"	Symbiotic Strength	+1	Extra attacks. Dangerous attacks. Small minions.	*SM*
The Creator	Savage Land	+1	Retaliate. Discards. Mixed minions. Thematic.	*APOC*
Oops, Joined Hydra	Weapon Master Hydra Assault	+2	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Asteroid-H	Legions of Hydra	+3	Mixed minions.	*CORE*
Acolytes United	Acolytes Exodus	+4	Mixed minions. Boss minion. Teamwork. Status cards. Thematic.	*MG* *GAMBIT*

MOJOMANIA SCENARIO PACK

MAGOG

Themes: Attacking, Arena, Television
Mechanics: Tempo Race, Attack Ability, Ratings Counters

Name	Modular Sets	Difficulty	Notes	Packs
Adoring Fans	Hope Summers Longshot Mutant Slayers	-3	Helpful setup ally. Occasionally gives you another helpful ally. Mixed minions.	*NEXT* *MOJO* *NEXT*
Killing Time	Temporal	-2	Small minions. Stuns.	*KANG*
Are You Not Entertained?	Weapon Master Celestial Tech	+0	Extra attacks. Attachments. No minions (beyond the Surprise Contender).	*RORS* *APOC*
Gladiators United ✔️	Blue Moon	+0	Anti-Rush. Teamwork. Mixed minions. Thematic.	*APOC*
No Stone Unturned	Kree Militants	+0	Large minions. Overkill/piercing boost abilities.	*GMW*
DEFAULT MODULAR	**A random MojoMania modular set** (*Crime*, *Fantasy*, *Horror*, *Sci-Fi*, *Sitcom*, *Western*)	**+0**	**Random. Environment. Thematic.** *(If choosing, I suggest Fantasy, Sci-Fi or Horror!)*	*MOJO*
Arena Masters	Masters Of Evil	+1	Large minions. Impactful boost abilities.	*CORE*
Jurassic World	Savage Land	+1	Retaliate. Discards. Mixed minions.	*APOC*
Genoshan Colosseum	Genosha	+1	Steady. Mixed minions.	*APOC*
Roman Colosseum	All Versus All	+2	Mixed minions. Recurring side scheme.	*HERCULES*
Sinister Smackdown	Sinister Assault	+2	Large minions. High boost icons. Attack abilities.	*SM*
"We Are Gog!"	Symbiotic Strength	+2	Extra attacks. Dangerous attacks. Small minions.	*SM*
The Hunger Games ✔️	Acolytes	+2	Mixed minions. Teamwork.	*MG*
The Grand Champion	Super Strength Under Attack	+3	Steady. No minions added. ATK boost. Anti-Ally. Surprise damage. High boost icons. Thematic.	*NEXT* *CORE*
Boss Arena	Growing Strong Extreme Risk	+4	2x Boss minions. Treacheries.	*SILK* *SHURI*

SPIRAL

Required Modular Sets: Three modular sets from MojoMania
(*Crime*, *Fantasy*, *Horror*, *Sci-Fi*, *Sitcom*, *or Western*)

Themes: Escape, Genres, Magic
Mechanics: Tempo Race, Rotating Environments, Attachments

NOTE: SPIRAL DOES NOT NORMALLY CONTAIN ADDITIONAL MODULAR SETS BEYOND THE REQUIRED MOJOMANIA SETS.

Name	Modular Sets	Difficulty	Notes	Packs
Freerunning	Streets of Mayhem	+0	Changing environment. High boost icons.	*HOOD*
Steady As She Goes	Genosha	+1	Steady. Mixed minions.	*APOC*
Stage Fright ✔️	Black Tom Cassidy	+1	Anti-Rush. Stuns. Quickstrike. Small minions.	*NEXT*
Sisterhood of Mutants #1	Deathstrike	+1	Large minion. Discarding. Thematic.	*WOLV.*
Sisterhood of Mutants #2	Enchantress	+1	Anti-Rush. Sends alter-ego. Steals allies. Thematic.	*MTS*
"We Are Fleeing!"	Symbiotic Strength	+2	Extra attacks (may Escape sooner + lethal with her swords). Dangerous attacks. Small minions.	*SM*

MOJO

Required Modular Sets: One modular set (plus one per person) from MojoMania
(*Crime*, *Fantasy*, *Horror*, *Sci-Fi*, *Sitcom*, *Western*)

Themes: Television, Directing, Genres
Mechanics: Tempo Race, Mass Threat

NOTE: MOJO DOES NOT NORMALLY CONTAIN ADDITIONAL MODULAR SETS BEYOND THE REQUIRED MOJOMANIA SETS.

Name	Modular Sets	Difficulty	Notes	Packs
Mojo's Worst Critic	Hope Summers	-2	Helpful setup ally.	*NEXT*
“Campaign Mode”	Longshot	-1	Occasionally gives you a helpful ally.	*MOJO*
Fast Forward ✔️	Power Drain	+3	Mills encounter deck. Treacheries.	*GG*
Red Right Hand	Infinity Gauntlet Super Strength	+4	Steady. Status cards. ATK/SCH bonus. Space Stone discards encounter deck.	*MTS* *NEXT*

NEXT EVOLUTION CAMPAIGN EXPANSION

MORLOCK SIEGE

Themes: Breaking In, Attacking, Ally Protection
Mechanics: Attack Ability, Extra Attacks, Overkill, Rotating Villain, Ally Protection

Name	Modular Sets	Difficulty	Notes	Packs
Making An Entrance	Bomb Scare Power Drain	-1	Small minions. Treacheries. Mills encounter deck.	*CORE* *GG*
DEFAULT MODULARS	**Military Grade** **Mutant Slayers**	**+0**	**Medium minions. Attachments.** **Thematic.**	***NEXT*** ***NEXT***
Anti-Mutant Alliance	Sentinels Zero Tolerance	+1	Mixed minions. Alternative loss condition side scheme.	*MG* *MG*
Run For Your Lives ✔️	Genosha Dystopian Nightmare	+1	Sends alter-ego. Steady. Mixed minions. Thematic.	*APOC* *APOC*
Oops, Joined Hydra	Weapon Master Hydra Assault	+2	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
New Blood	Thunderbolts Dangerous Recruits	+2	Small minions. When revealed abilities. Extra activations.	*SS* *CW*
Morlock Mayhem	A.I.M. Abduction Under Attack	+2	Anti-Ally. Surprise damage. 2x Small minions. (*Abduct Superhumans side scheme can heal Morlocks or end games...)*	*SHIELD* *CORE*
Hungry Like The Wolf	Horror Legions of Hel	+2	Mixed minions. Quickstrike environment. Adds horror theme.	*MOJO* *MTS*
The Hunt	Dark Riders Hounds	+2	Quickstrike. Pulls you out of alter-ego. Attack abilities. Teamwork. Mixed minions.	*APOC* *APOC*
Changing of the Guard	Black Tom Cassidy Infinites	+2	Anti-Rush. Anti-Ally (defending). Stuns. Quickstrike. Small minions.	*NEXT* *APOC*
Under Pressure ✔️	Blue Moon Growing Strong	+3	Anti-Rush. Teamwork. Mixed minions. Boss minion. Treacheries.	*APOC* *SILK*
Relentless Raiders	Telepathy Frost Giants *(Due to the Permanent keyword, Telepathy passes to the next villain once one is defeated)*	+3	Retaliate. Anti-Ally. SCH bonus. Overkill. Sends alter-ego. Exhausts Morlocks. Large minions.	*NEXT* *MTS*
Boost Card Massacre	Anachronauts Hard Sound	+4	Mixed minions. Boss minion. Impactful boost abilities (additional boost cards).	*KANG* *SHIELD*

ON THE RUN

<u>Required</u> Modular Set: Mutant Slayers

Themes: Escape, Ambush, Teamwork
Mechanics: Attack Ability, Minion Swarm

Name	Modular Sets	Difficulty	Notes	Packs
Cut The Power	Zzzax Power Drain	-2	Treacheries. Mills encounter deck. Punishes energy resources.	*IRONHRT* *GG*
Crime Wave	Down To Earth City in Chaos	-1	Mixed minions. Sends alter-ego.	*SM* *SM*
Twisted Funfair	Crazy Gang Arcade	+0	Mixed minions. Side schemes.	*NCRAWL* *JUBILEE*
DEFAULT MODULARS	**Military Grade** **Nasty Boys**	**+0**	**Mixed minions. Attachments. Teamwork. Thematic.**	***NEXT*** ***NEXT***
Space Jam ✔️	Armies of Titan Children of Thanos	+1	Mixed minions. Impactful boost abilities. Adds Black Order theme.	*MTS* *MTS*
A Chase Within A Chase	Genosha Celestial Tech	+1	Steady. Mixed minions. Attachments.	*APOC* *APOC*
Hydra Armory ✔️	Hydra Patrol Ransacked Armory	+1	Anti-Rush. Mixed minions. Reveals more of their cards.Attachments.	*RORS* *HOOD*
Oops, Joined Hydra	Weapon Master Hydra Assault	+1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
A State of Mayhem	Streets of Mayhem State of Emergency	+2	Side schemes. Changing environment. High boost icons. Thematic.	*HOOD* *HOOD*
Ultimate Swarm	Band of Badoon Menagerie Medley	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Swarm.	*GMW* *GMW*
Prehistoric Spider	Savage Land Pale Little Spider	+4	Retaliate. Discards. Mixed minions. Boss minion.	*APOC* *SHIELD*

JUGGERNAUT

<u>Required</u> Modular Set: Hope Summers
Themes: Attacking, Breaking, Ally Protection
Mechanics: Attacking, ATK Stat, Ally Protection

Name	Modular Sets	Difficulty	Notes	Packs
The Once & Future Juggs	Temporal	-2	Small minions. Stuns.	*KANG*
Princess Hope	Fantasy	-2	Mixed minions. Boss minion (Dragon).	*MOJO*
Sinister's Plan ✔️	Mutant Slayers Military Grade	-2	Medium minions. Attachments.	*NEXT* *NEXT*
Brotherhood Infiltration	Brotherhood	-1	Mixed minions. Thematic.	*MG*
Astronauts & Juggernauts	Kree Militants	+0	Large minions. Overkill/piercing boost abilities.	*GMW*
Enemy Of My Enemy	Acolytes	+0	Mixed minions. Teamwork.	*MG*
Icebreaker	Frost Giants	+0	Sends alter-ego. Large minions.	*MTS*
Smash Bros ✔️	Wrecking Crew	+0	Large minions. High boost icons. Brute synergy.	*HOOD*
DEFAULT MODULAR	**Black Tom Cassidy**	**+0**	**Anti-Rush. Stuns. Quickstrike. Small minions. Thematic.**	***NEXT***
Anachro-Juggernauts	Anachronauts	+1	Mixed minions. Impactful boost abilities.	*KANG*
Party Crashers	Reavers	+1	Teamwork. Mixed minions. High boost icons.	*ROGUE*
Thunderbolts Are Go	Thunderbolts Gravitational Pull	+2	Boss minion. Medium minions. Thematic.	*SS* *SHIELD*
Ready to Rumble	Legions of Hydra	+3	Mixed minions.	*CORE*
Non-Stop Removal	Osborn Tech	+4	Attachments. No minions.	*SM*

MISTER SINISTER

Required Modular Sets: Hope Summers, Flight, Super Strength, and Telepathy (*see main scheme 1A*)
Themes: Science, Genetics, Cool Cape
Mechanics: Gaining Keywords, Stat Changes, Punishes Status Cards

Name	Modular Sets	Difficulty	Notes	Packs
Marauder's Orders ✔️	Mutant Slayers	-2	Medium minions. Thematic.	*NEXT*
The Clone Wars	Brotherhood	+0	Mixed minions. Thematic.	*MG*
Genetic Doubles	Personal Nightmare	+0	Huge side scheme. Discards. 2x medium minions. Thematic (*clones*).	*SM*
Toughs and Clones ✔️	Armies of Titan	+0	Toughs. Small minions. Side schemes can bring in clones.	*MTS*
Mister Hydra	Hydra Patrol	+0	Small minions. Reveals his own cards.	*RORS*
Experimental Armor	Armadillo	+0	Toughs. Large minion.	*NOVA*
Expanding The Gene Pool	Infinites	+0	Anti-Ally (defending). Small minions. Thematic.	*APOC*
DEFAULT MODULAR	**Nasty Boys**	**+0**	**Mixed minions. Teamwork. Thematic.**	***NEXT***
Big Iron ✔️	Iron Spider's Sinister Six	+1	Mixed minions.	*SP//dr*
Sweeping the City	Streets of Mayhem Hydra Assault	+1	Environments combo with Superpower modulars. Small minions. Extra attacks.	*HOOD* *RORS*
Strange Experiments	Menagerie Medley	+2	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW*
What's Your Status?	Acolytes Celestial Tech	+2	Mixed minions. Teamwork. Attachments. Status cards.	*MG* *APOC*
Genetic Boosts	Anachronauts	+2	Mixed minions. Impactful boost abilities.	*KANG*
When The Going Gets Tough	Armies of Titan Growing Strong	+4	Small minions. Boss minion. Toughs. Side schemes can bring in clones.	*MTS* *SILK*

STRYFE

Required Modular Set: Hope Summers
Themes: Psionic, Mutant Liberation Front, Time Travel
Mechanics: Card Counts, Hand Size, Attachments, Losing Upgrades/Supports, Extra Activations

Name	Modular Sets	Difficulty	Notes	Packs
Warped Timeline	Temporal Dystopian Nightmare	-1	Small minions. Sends alter-ego. Stuns. Thematic.	*KANG* *APOC*
Fallen Future ✔️	Sentinels Zero Tolerance	-1	Mixed minions. Sentinel trait interaction. Thematic..	*MG* *MG*
Anti-Mutant Mayhem	Military Grade Genosha	+0	Steady. Mixed minions. Attachments. Thematic.	*NEXT* *APOC*
DEFAULT MODULARS	**Extreme Measures** **Mutant Insurrection**	**+0**	**Mixed minions. Mutant Liberation Front trait interaction. Thematic.**	***NEXT*** ***NEXT***
Future Forces ✔️	Band of Badoon Experimental Weapons	+1	Mixed minions. Surprise damage. Impactful boost abilities. Swarm. Attachments.	*GMW* *RORS*
Back in Time	Savage Land Fantasy	+2	Retaliate. Discards. Mixed minions. Boss minion (Dragon). Fantasy environment increases hand size. Thematic.	*APOC* *MOJO*
Erase Your Board	Sinister Syndicate Children of Thanos	+2	Mixed minions. Impactful boost abilities. Discards a LOT of upgrades/supports.	*HOOD* *MTS*
Chronos Corps	Hounds Master of Time	+2	Mixed minions. Quickstrike. Thematic.	*APOC* *KANG*
Psionic Bastion	Exodus Psylocke's Nemesis Set	+3	Boss minion. Large minion. Psionic cards (combos with Stryfe). Status cards.	*GAMBIT* *PSYLCKE*
A Firm Handshake	Extreme Risk Zzzax	+3	Extreme Risk increases hand size. Zzzax punishes energies in hand. Boss minion.	*SHURI* *IRONHRT*
At Full Power	Telepathy Extreme Measures Mutant Insurrection	+4	Retaliate. Anti-Ally. SCH bonus. Overkill. Mixed minions. Mutant Liberation Front trait interaction. Sends alter-ego. Thematic.	*NEXT* *NEXT* *NEXT*
Ticking Time Bomb	Genosha Power of the Atom	+4	Steady. Mixed minions. Boss minion. Surprise damage.	*APOC* *SHIELD*

AGE OF APOCALYPSE CAMPAIGN EXPANSION

UNUS

Required Modular Set: Infinites

Themes: Soldiers, Hunting, Harvest
Mechanics: Anti-Ally

Name	Modular Sets	Difficulty	Notes	Packs
Latest Weapons	Experimental Weapons	-2	Attachments. Thematic.	*RORS*
Well-Armed Soldiers	Ransacked Armory	-1	Attachments. Thematic.	*HOOD*
Twin Armies ✔️	Armies of Titan	+0	Small minions. Side schemes can bring in more Infinites.	*MTS*
DEFAULT MODULARS	**Dystopian Nightmare**	**+0**	**Sends alter-ego. Thematic.**	***APOC***
Ally Agony	Crossfire's Crew	+1	Anti-Ally. Medium minions.	*HOOD*
Highly-Trained	Guerrilla Tactics	+1	Bonuses for multiple enemies. Side schemes. Thematic.	*SM*
The Ally Blender	Under Attack	+1	Anti-Ally. Surprise damage.	*CORE*
Oops, In A Cult ✔️	Clan Akkaba	+2	Mixed minions. Adds threat.	*APOC*
A New Prelate	Deathstrike	+2	Large minion. Discards. Attachments.	
Strength In Numbers	Super Strength	+3	Steady. ATK boost. High boost icons.	*NEXT*
Infinite Infinites	Infinity Gauntlet Celestial Tech	+4	Status cards. ATK/SCH bonus. Attachments.	*MTS* *APOC*

FOUR HORSEMEN

Themes: Horse Riding, Apocalypse, War, Death, Famine, Pestilence
Mechanics: Attack Ability, Extra Attacks, Attachments

Name	Modular Sets	Difficulty	Notes	Packs
Just Horsing Around	Goblin Gimmicks Mutant Slayers	-3	Medium minions. Attachments. Treacheries.	*GG* *NEXT*
Hold Your Horses ✔️	Temporal Fantasy	-2	Mixed minions. Huge minion (Dragon). Stuns.	*KANG* *MOJO*
Riders On The Storm	Power Drain Zzzax	-2	Treacheries. Mills encounter deck. Punishes energy resources.	*GG* *IRONHRT*
A Different Apocalypse	Legions of Hel Shadow King	-1	Small minions. Steals allies.	*MTS* *STORM*
DEFAULT MODULARS	**Dystopian Nightmare** **Hounds**	**+0**	**Sends alter-ego + brings you back.** **Small minions. Quickstrike. Thematic.**	***APOC*** ***APOC***
Stable Masters ✔️	Masters of Evil Sinister Syndicate	+1	Large minions. Impactful boost abilities. Attachments. Masters of Evil interaction.	*CORE* *HOOD*
Why The Long Face?	Genosha Military Grade	+1	Steady. Mixed minions. Attachments.	*APOC* *NEXT*
Forces of Apocalypse	Dark Riders Infinites	+1	Anti-Ally (defending). Mixed minions. Teamwork. Thematic.	*APOC* *APOC*
Horseman of War	Children of Thanos Extreme Measures	+1	Mixed minions. Discards upgrades/supports etc.	*MTS* *NEXT*
Horseman of Famine	Personal Nightmare Iceman's Nemesis Set	+1	Huge side scheme. Discards. 3x medium minions. Indirect damage.	*SM* *ICEMAN*
Horseman of Pestilence	Wolverine's Nemesis Set Domino's Nemesis Set	+1	3x Mixed minions. Attachments.	*WOLV.* *DOMINO*
Oops, We Joined Hydra	Weapon Master Hydra Assault	+2	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Sinister Steeds ✔️	Iron Spider's Sinister Six Sinister Assault	+2	Mixed minions (above average). High boost icons. Adds Spider-Man theme.	*SP//dr* *SM*
Horseman of Death	Under Attack Menagerie Medley	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*CORE* *GMW*
The Fifth Horseman	Extreme Risk Band of Badoon	+4	Mixed minions. Boss minion. Surprise damage. Impactful boost abilities. Swarm.	*SHURI* *GMW*

APOCALYPSE

<u>Required</u> Modular Set: Prelates (*found on back of "Overseer" set) (see main scheme 1A)*
Themes: Survival of the Fittest, Shapechanging, Empire
Mechanics: Extra Activations, Attachments, Mini-Bosses

Name	Modular Sets	Difficulty	Notes	Packs
Gifts From The Past ✔️	Temporal Celestial Tech	-2	Small minions. Stuns. Attachments. Thematic.	*KANG* *APOC*
Mutant Followers	Extreme Measures Mutant Insurrection	-1	Mixed minions. Mutant Liberation Front trait interaction.	*NEXT* *NEXT*
Fly Me To The Moon	Blue Moon Armies of Titan	-1	Anti-Rush. Teamwork. Mixed minions.	*APOC* *MTS*
Upgrading the Troops	Infinites Ransacked Armory	-1	Anti-Ally (defending). Small minions. Attachments (for Prelates). Thematic.	*APOC* *HOOD*
DEFAULT MODULARS	**Infinites** **Dark Riders**	**+0**	**Anti-Ally (defending). Mixed minions. Teamwork. Thematic.**	***APOC*** ***APOC***
Apocalypse Starts a Band	Band of Badoon Celestial Tech	+1	Mixed minions. Surprise damage. Impactful boost abilities. Swarm. Attachments.	*GMW* *APOC*
Rally the Troops	Infinites Hydra Patrol	+1	Anti-Ally (defending). Small minions. Thematic.	*APOC* *RORS*
Empire of Evil Mutants ✔️	Brotherhood Sauron	+2	Mixed minions. Brotherhood trait interaction.	*MG* *ICEMAN*
Ghosts of the Fallen	Menagerie Medley Guerrilla Tactics	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Bonuses for multiple enemies. Side schemes.	*GMW* *SM*
Zealots & Prelates	Clan Akkaba Acolytes	+3	Mixed minions. Adds threat.	*APOC* *MG*
Upgrading Apocalypse	Infinites Techno	+3	Anti-Ally (defending). Small minions. Boss minion. Piercing. Thematic.	*APOC* *FALCON*

DARK BEAST

<u>Required</u> Modular Sets: Blue Moon, Genosha and Savage Land *(see main scheme 1A)*
Themes: Time Travel, Science
Mechanics: Environments, Attack Ability, Extra Activations

Name	Modular Sets	Difficulty	Notes	Packs
Fresh from the Lab	Ransacked Armory Experimental Weapons	-2	Attachments. Thematic.	*HOOD* *RORS*
Face the Past ✔️	Temporal	-1	Small minions. Stuns. Thematic.	*KANG*
Osborn's Dark X-Men	S.H.I.E.L.D.	+0	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Thematic.	*SHIELD*
DEFAULT MODULARS	**Dystopian Nightmare**	**+0**	**Sends alter-ego. Thematic.**	***APOC***
Beasts of a Feather	Beasty Boys	+1	2x Large minions. Status cards.	*HOOD*
Crimes In Time	Crime	+1	Side schemes.	*MOJO*
Oops, In A Cult	Clan Akkaba	+2	Mixed minions. Adds threat.	*APOC*
Dark Beast's Creations	Infinites	+2	Anti-Ally (defending). Small minions. Thematic.	*APOC*
Time Lord ✔️	Master of Time	+3	Mixed minions. Thematic.	*KANG*
Terminator	Future Past	+4	Boss minions. Victory display. High boost icons. Nemesis interaction. Thematic.	*MG*
Bad Fur Day	Super Strength Osborn Tech	+4	Steady. ATK bonus. Attachments. High boost icons. Thematic.	*NEXT* *SM*

EN SABAH NUR *(APOCALYPSE #2)*

Themes: Survival of the Fittest, Shapechanging, Empire
Mechanics: Extra Activations, Form-Changing, Global Damage/Threat

Name	Modular Sets	Difficulty	Notes	Packs
Old Myths	Legions of Hel Fantasy	-2	Mixed minions. Boss minion (Dragon).	*MTS* *MOJO*
Ancient Warriors	Temporal Celestial Tech	-2	Small minions. Stuns. Attachments. Thematic.	*KANG* *APOC*
Mutant Followers ✔️	Extreme Measures Mutant Insurrection	-1	Mixed minions. Mutant Liberation Front trait interaction.	*NEXT* *NEXT*
Survival of the Fittest	Hounds Dystopian Nightmare	-1	Sends alter-ego + brings you back. Quickstrike. Thematic.	*APOC* *APOC*
Gifts from the Future	Infinites Shadow King	-1	Anti-Ally. Mixed minions. Stealing allies. Thematic.	*APOC* *STORM*
Mojo-pocalypse	Sci-Fi Crime	+0	Side schemes. Mixed minions. Toughness environment.	*MOJO* *MOJO*
DEFAULT MODULARS	**Clan Akkaba** **Celestial Tech**	**+0**	**Mixed minions. Adds threat.** **Attachments. Thematic.**	***APOC*** ***APOC***
A New Master ✔️	Masters of Evil Sinister Syndicate	+1	Mixed minions. Impactful boost effects. Masters of Evil trait interaction.	*NEXT* *NEXT*
Side Scheme Daydream	Clan Akkaba Infinites	+2	Anti-Ally (defending). Mixed minions. Receives a LOT of threat from form changes. Thematic.	*APOC* *APOC*
Zealots & Prelates ✔️	Clan Akkaba Acolytes	+2	Mixed minions. Teamwork. Adds threat.	*APOC* *MG*
The Ally Shredder	Menagerie Medley Under Attack	+2	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW* *CORE*
Egyptian Snow	Whiteout Frost Giants	+3	Sends alter-ego. Large minions. Boss minion. Stuns.	*WINTER* *MTS*
Genetic Booster Pack	Anachronauts Hard Sound	+4	Mixed minions. Boss minion. Impactful boost abilities (additional boost cards).	*KANG* *SHIELD*

AGENTS OF S.H.I.E.L.D. CAMPAIGN EXPANSION

BLACK WIDOW

Themes: Spy, Traps, Ambush, A.I.M., S.H.I.E.L.D.
Mechanics: Defensive Ability, Threat

Name	Modular Sets	Difficulty	Notes	Packs
Agent of S.H.I.E.L.D.	S.H.I.E.L.D. Experimental Weapons	-1	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Attachments. Thematic.	*SHIELD* *RORS*
Elite S.H.I.E.L.D. Squad	Cape-Killers Martial Law	+0	Small minions. S.H.I.E.L.D. trait interaction. Thematic.	*CW* *CW*
It's a Trap!	Arcade Dystopian Nightmare	+0	Side schemes. Adds threat. Sends alter-ego. Thematic.	*JUBILEE* *APOC*
Stay Hydrated ✔️	Hydra Patrol Hydra Assault	+0	Small minions. Extra attacks. Adds Hydra theme.	*RORS* *RORS*
Thunderbolts United	Taskmaster Thunderbolts	+0	When Revealed abilities. Impactful boost abilities. Thematic.	*SS* *SS*
Sneaky Super Spy	Pale Little Spider Guerrilla Tactics	+0	Side schemes. Damage reflection. Adds threat. Thematic *(Black Widow minion surges).*	*SHIELD* *SM*
DEFAULT MODULARS	**A.I.M. Abduction** **A.I.M. Science**	**+0**	**Small minions. Anti-Ally.** ***A.I.M.* trait interaction. Thematic.**	***SHIELD*** ***SHIELD***
In My Crosshairs	Crossfire's Crew Beasty Boys	+1	Anti-Ally. Stuns. Mixed minions. Crossfire's Crew trait interaction.	*HOOD* *HOOD*
Trust Nobody	Maria Hill S.H.I.E.L.D. Executive Board	+2	Resource sink. Possible ATK/SCH boost. Thematic.	*CW* *SHIELD*
No Empty Threats ✔️	Clan Akkaba Genosha	+3	Steady. Mixed minions. Adds threat.	*APOC* *APOC*
Band of the Moon	Band of Badoon Blue Moon	+3	Mixed minions. Anti-Rush. Surprise damage. Teamwork. Swarm.	*GMW* *APOC*
A.I.M. for the Head	Scientist Supreme The Doomsday Chair	+4	Large minions. Vulnerable. Attachments. Thematic.	*SHIELD* *CORE*
Thunderbolts Are Go	Extreme Risk Techno	+4	2x Boss minions. Piercing. Thematic.	*SHURI* *FALCON*

BATROC

Themes: Stealth, Rescue, Ally Protection, Mercenary, Leaping
Mechanics: Attack Ability, Rewards Alter-Ego, Punishes Allies, Vulnerable, Freeing Allies, Alert Level

Name	Modular Sets	Difficulty	Notes	Packs
Diplomatic Crisis	Bomb Scare Ransacked Armory	-2	Small minions. Attachments.	*CORE* *HOOD*
Expanded Brigade	Batroc's Brigade War Machine's Nemesis Set	+0	Medium minions. Discarding upgrades. Thematic.	*SHIELD* *WAR M.*
DEFAULT MODULARS	**A.I.M. Science** **Batroc's Brigade**	**+0**	**Mixed minions. Thematic.**	***SHIELD*** ***SHIELD***
Call the Cops ✔️	Genosha S.H.I.E.L.D.	+1	Steady. Vulnerable. Mixed minions. Anti-S.H.I.E.L.D.	*APOC* *SHIELD*
Hydra Mercenary	Weapon Master Hydra Assault	+1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Hydra Ascendant	Winter Soldier's Nemesis Captain America's Nemesis	+1	Anti-Rush. Mixed minions (below average). Adds Hydra theme.	*WINTER* *CAP. A.*
"We Are Leaping!"	Symbiotic Strength Venom's Nemesis Set	+2	Extra attacks. Dangerous attacks. Small minions. Adds Symbiote theme.	*SM* *VENOM*
Bat Rock Band ✔️	Band of Badoon Celestial Tech	+2	Mixed minions. Surprise damage. Impactful boost abilities. Swarm. Attachments.	*GMW* *APOC*
Infiltrate the Hellfire Gala	Hellfire Shadowcat's Nemesis Set	+2	Mixed minions. Hellfire trait interaction.	*MAGNTO* *MG*
Tougher Than He Looks	Armies of Titan Growing Strong	+3	Small minions. Boss minion. Treacheries. Toughs.	*MTS* *SILK*
Champion Kickboxer	Super Strength Heroes for Hire	+3	Steady. ATK bonus. Upgrade removal.	*NEXT* *CW*
A.I.M. for the Head	Scientist Supreme The Doomsday Chair	+4	Large minions. Vulnerable. Attachments.Thematic.	*SHIELD* *CORE*
Brand New Brigade	Reavers Deathstrike	+4	Mixed minions. Teamwork. Reaver trait interaction. Discarding.	*ROGUE* *WOLV.*

M.O.D.O.K.

Themes: A.I.M., Psionic, Imprisonment, Rescue, Experiments, Ally Protection
Mechanics: Evolving Minions, Attachments, Freeing Allies

Name	Modular Sets	Difficulty	Notes	Packs
A.I.M. Inventions	Ransacked Armory	-2	Attachments. Thematic.	*HOOD*
Brainwashing	Trickster Magic	-2	Large minions. Gives allies. Thematic.	*TT*
Watch Your A.I.M.	A.I.M. Abduction A.I.M. Science	-1	Small minions. Anti-Ally. *A.I.M.* trait interaction. Thematic.	*SHIELD* *SHIELD*
Adaptive Army ✔️	Armies of Titan	-1	Small minions. Side schemes can bring in more Adaptoids.	*MTS*
Dark Experiments	Personal Nightmare	+0	Huge side scheme. Discards. 2x medium minions. Thematic (*clones*).	*SM*
One Step Ahead	Arcade	+0	Side schemes.	*JUBILEE*
DEFAULT MODULAR	**Scientist Supreme**	**+0**	**Vulnerable. 2x Large minions. Thematic.**	***SHIELD***
Upgraded Chair	Under Attack	+1	Anti-Ally. Surprise damage. Thematic.	*CORE*
Big Iron ✔️	Iron Spider's Sinister Six	+1	Mixed minions.	*SP//dr*
M.O.R.E. T.E.C.H.	The Doomsday Chair	+3	Attachments. Thematic. (*MODOK minion surges*)	*CORE*
Mental Retaliation	Telepathy	+3	Extra Retaliate. Anti-Ally. SCH bonus. Overkill. Sends alter-ego. Thematic.	*NEXT*
Stolen Blueprints	Osborn Tech	+3	Attachments. High boost icons. Thematic.	*SM*
A.I.M.'s Elites	Pale Little Spider Hard Sound	+4	2x Boss minions. Damage reflect. Thematic.	*SHIELD* *SHIELD*
Ultimate M.O.D.O.K.	The Doomsday Chair Osborn Tech	+4	Large minion. Attachments. High boost icons. Thematic.	*CORE* *SM*
Stop Hitting Yourself	Telepathy Savage Land	+4	+2 Retaliate. Anti-Ally. SCH bonus. Overkill. Sends alter-ego. Discards. Mixed minions.	*NEXT* *APOC*

THUNDERBOLTS

Required Modular Sets: One modular set (+1 per person) with an "**Elite, Thunderbolt**" minion.

1. **Gravitational Pull** *Agents of S.H.I.E.L.D.*
2. **Hard Sound** *Agents of S.H.I.E.L.D.*
3. **Pale Little Spider** *Agents of S.H.I.E.L.D.*
4. **Power of the Atom** *Agents of S.H.I.E.L.D.*
5. **Supersonic** *Agents of S.H.I.E.L.D.*
6. **The Leaper** *Agents of S.H.I.E.L.D.*
7. **Extreme Risk** *Black Panther (Shuri)*
8. **Growing Strong** *Silk*
9. **Techno** *Falcon*
10. **Whiteout** *Winter Soldier*
11. **Taskmaster** *Synthezoid Smackdown*

Themes: Arresting, Teamwork
Mechanics: Rotating "Villains" (elite Thunderbolt minions), Activation Abilities

NOTE: THUNDERBOLTS DOES NOT NORMALLY CONTAIN ADDITIONAL MODULAR SETS BEYOND THE REQUIRED SETS WITH AN ELITE THUNDERBOLTS.

Name	Modular Sets	Difficulty	Notes	Packs
Government Upgrades	Ransacked Armory	-2	Attachments. Thematic.	*HOOD*
Changing Sides ✔️	Trickster Magic	-2	Large minions. Gives allies. Thematic.	*TT*
Under Arrest #1	S.H.I.E.L.D.	+0	Small minions. Vulnerable. Anti-S.H.I.E.L.D. Thematic.	*SHIELD*
Under Arrest #2	Cape-Killers Martial Law	+0	Small minions. S.H.I.E.L.D. trait interaction. Thematic.	*CW* *CW*
Thunderbolts United	Dangerous Recruits Thunderbolts	+0	When Revealed abilities. Impactful boost abilities. Thematic.	*CW* *SS*
City-Wide Showdown	Streets of Mayhem	+0	Changing environment. High boost icons.	*HOOD*
Ganging Up	A Mess of Things	+1	Extra attack (Gang-Up). Large minion. Stuns.	*GG*
Crooked Cohorts	Masters of Evil	+1	Large minions. Impactful boost abilities.	*CORE*
Sharknado	Menagerie Medley	+2	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses.	*GMW*
Thunderous Teamwork ✔️	Guerrilla Tactics	+4	Bonuses for multiple enemies. Side schemes. Thematic.	*SM*

Mod Sets that contain other Thunderbolt minions (in comic lore) - (Pick 1 or 2)		
Sinister Syndicate	Sinister Assault	City in Chaos
Mister Hyde	Deathstrike	Taskmaster
Dangerous Recruits	Thunderbolts	Black Widow's Nemesis Set
Winter Soldier's Nemesis Set	Iron Man's Nemesis Set	Hulk's Nemesis Set
Captain America's Nemesis Set	Colossus' Nemesis Set	Deadly Duo

BARON ZEMO

<u>Required</u> Modular Sets: S.H.I.E.L.D. Executive Board, Executive Board Evidence
(see AoS rulebook, p. 18)

Themes: Traitors, Manipulation, Ruthlessness, A.I.M., Hydra
Mechanics: Activations, Activation Ability, Secret Counters

Name	Modular Sets	Difficulty	Notes	Packs
Life On Mars ✔️	Temporal Ship Command	-3	Small minions. Stuns. Treacheries. Milano helps pay for the Executive Board.	*KANG* *GMW*
Suspicious Minds	Trickster Magic Whispers of Paranoia	-2	Large minions. Gives allies. Sends alter-ego. Nemesis interaction. Thematic.	*TT* *SM*
Watch Your A.I.M. ✔️	A.I.M. Abduction A.I.M. Science	-1	Small minions. Anti-Ally. *A.I.M.* trait interaction. Thematic.	*SHIELD* *SHIELD*
S.H.I.E.L.D. Takeover	Martial Law Cape-Killers	+0	Vulnerable. Small minions. Thematic.	*CW* *CW*
Reluctant Foes #1	New Avengers Secret Avengers	+0	Medium minions. Teamwork. Thematic.	*CW* *CW*
Reluctant Foes #2	Mighty Avengers The Initiative	+0	Medium minions. When Revealed abilities. Impactful boost abilities. Thematic.	*CW* *CW*
Reluctant Foes #3	Any other 2 Civil War/Synth. Smackdown modular sets	+0	Medium minions. Thematic.	*CW + SS*
DEFAULT MODULARS	**Scientist Supreme** **S.H.I.E.L.D.**	**+0**	**Vulnerable. Mixed minions. Anti-S.H.I.E.L.D.** **Thematic.**	***SHIELD*** ***SHIELD***
"We Are Unmasked!"	Symbiotic Strength Venom's Nemesis Set	+1	Extra attacks. Dangerous attacks. Small minions. Adds Symbiote theme.	*SM* *VENOM*
Oops, Still Hydra	Weapon Master Hydra Assault	+1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS*
Surprise Hydration	Winter Soldier's Nemesis Hydra Patrol	+1	Small minions. Anti-Rush. Adds Hydra theme.	*WINTER* *RORS*
Old Man's Plan	Masters of Evil Enchantress	+2	Anti-Rush. Sends alter-ego. Steals allies. Mixed minions. Boost abilities. Thematic.	*CORE* *MTS*
Army of Evil ✔️	Masters of Evil Wrecking Crew	+2	Large minions. High boost icons. Thematic.	*CORE* *HOOD*
Finding Zemo	Menagerie Medley Guerrilla Tactics	+3	Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Bonuses for multiple enemies. Side schemes.	*GMW* *SM*

TRICKSTER TAKEOVER SCENARIO PACK

ENCHANTRESS

Themes: Enthralling, Magic, Asgard
Mechanics: Attack Ability, Charm Counters, Tempo Race

Name	Modular Sets	Difficulty	Notes	Packs
Mythical Creatures ✔️	Fantasy	+0	Mixed minions. Boss minion (Dragon). Thematic.	*MOJO*
DEFAULT MODULAR	**Trickster Magic**	**+0**	**Large minions. Victory display. Gives allies. Thematic.**	*TT*
Magical Treasures	Galactic Artifacts	+1	Victory display side schemes. Attachments. Thematic.	*GMW*
A Little Chaos	Streets of Mayhem	+1	Changing environment. High boost icons.	*HOOD*
Illusions of Betrayal	Spider-Man Mighty Avengers	+2	Medium minions. When Revealed abilities.. Impactful boost abilities. Thematic.	*CW* *CW*
Tricksters United	Thor's Nemesis Set	+2	Large minions. Thematic.	*THOR*
It's Complicated ✔️	Frost Giants	+2	Sends alter-ego. Large minions. Thematic.	*MTS*
Twisted Illusions	Personal Nightmare Whispers of Paranoia	+2	Sends alter-ego. Nemesis interaction. Huge side scheme. Discards. 2x Medium minions. Thematic.	*SM* *SM*
Beguiling Magic	Enchantress	+2	Anti-Rush. Sends alter-ego. Steals allies. Thematic.	*MTS*
Asgardian Strength	Super Strength	+3	Steady. ATK boost. High boost icons. Thematic.	*NEXT*
"We Are Mystic!"	Symbiotic Strength	+3	Extra attacks. Dangerous attacks. Small minions. Treacheries.	*SM*
Sisterhood of Mutants	Deathstrike	+3	Large minion. Discarding. Thematic.	*WOLV.*
Old Zemo's Plan	Masters of Evil Captain America's Nemesis	+3	Mixed minions. Thematic.	*CORE* *CAP. A.*

GOD OF LIES *(LOKI #2)*

Themes: Illusions, Magic, Asgard
Mechanics: Epic Multiplayer, Attack Ability, Treacheries, Defeating Minions + Side Schemes

Name	Modular Sets	Difficulty	Notes	Packs
Mythical Creatures ✔️	Fantasy	+0	Mixed minions. Boss minion (Dragon). Thematic.	*MOJO*
Treacherous Goblin	Goblin Gimmicks	+0	Attachments. Treacheries.	*GG*
DEFAULT MODULAR	**Trickster Magic**	**+0**	**Large minions. Victory display. Gives allies. Thematic.**	***TT***
Time Variance Authority ✔️	Temporal	+1	Small minions. Stuns. Thematic.	*KANG*
Magical Treasures	Galactic Artifacts	+1	Victory display side schemes. Attachments. Thematic.	*GMW*
Intergalactic Illusion	Ship Command Menagerie Medley	+1	Treacheries. Anti-Ally. Surprise damage. Mixed minions. Impactful boost abilities. Confuses. Resource generator.	*GMW* *GMW*
A Little Chaos	Streets of Mayhem	+1	Changing environment. High boost icons.	*HOOD*
Illusions of Betrayal	Spider-Man Mighty Avengers	+2	Medium minions. When Revealed abilities.. Impactful boost abilities. Thematic.	*CW*
Loki Laufeyson ✔️	Frost Giants	+2	Sends alter-ego. Large minions. Thematic.	*MTS*
Tricksters United	Thor's Nemesis Set	+2	Large minions. Thematic.	*THOR*
Beguiling Magic	Enchantress	+2	Anti-Rush. Sends alter-ego. Steals allies. Thematic.	*MTS*
Asgardian Strength	Super Strength	+3	Steady. ATK boost. High boost icons. Thematic.	*NEXT*
"We Are Mystic!"	Symbiotic Strength	+3	Extra attacks. Dangerous attacks. Small minions. Treacheries.	*SM*
One Does Not Simply	Sauron	+3	Treacheries. Large minion.	*ICEMAN*
Twisted Illusions	Personal Nightmare Whispers of Paranoia	+3	Sends alter-ego. Nemesis interaction. Huge side scheme. Discards. 2x Medium minions. Thematic.	*SM* *SM*
Not a Frost Giant	Growing Strong	+4	Boss minion. Treacheries.	*SILK*
Mad Titan's Loki	Infinity Gauntlet Frost Giants	+4	Status cards. ATK/SCH bonus. Sends alter-ego. Large minions. Thematic.	*MTS* *MTS*

CIVIL WAR CUSTOM SCENARIO EXPANSION

CUSTOM REGISTRATION COMBOS

Uses ONLY Registration modular sets and main schemes from Civil War and/or Synthezoid Smackdown. Interchangeable - can be used with any Registration Leader (Iron Man, Captain Marvel, She-Hulk).

Name	Modular Sets	Main Schemes	Notes	Packs
Registration Avengers ✔️	Mighty Avengers The Initiative Maria Hill	Cut Off Support (1B) Mighty Avengers (2B)	Revealed effects. Small minions. Boost effects. Status cards. Disruption.	*CW* *CW* *CW*
S.H.I.E.L.D. Responders	S.H.I.E.L.D. Ops Martial Law Cape-Killer	Homeland Security (1B) Negative Zone Prison (2B)	Quickstrike. Threat. Small minions.	*SS* *CW* *CW*
Unregistered Hunters ✔️	Paladin Heroes for Hire Cape-Killer	Cut Off Support (1B) Hunting Rebel Heroes (2B)	Boss minion. Disruption. Unregistered trait synergy.	*CW* *CW* *CW*
The Thunderbolts ✔️	Thunderbolts Dangerous Recruits Deadly Duo	Enforce the Law (1B) Negative Zone Prison (2B)	Revealed effects. Small minions. Disruption. Discarding cards.	*SS* *CW* *SS*
Horrible Bosses	Maria Hill Paladin Taskmaster	S.H.I.E.L.D. Recruits (1B) The Initiative (2B)	Boss minions. Villain attachments.	*CW* *CW* *SS*
No Cards Allowed	Paladin Heroes for Hire Deadly Duo	Public Outrage (1B) No Going Back (2B)	Revealed effects. Small minions. Disruption. Discarding cards.	*CW* *CW* *SS*
Assault Squad	Taskmaster Dangerous Recruits Cape-Killer	Enforce the Law (1B) Negative Zone Prison (2B)	Quickstrike. Extra attacks. Small minions.	*SS* *CW* *CW*

CUSTOM RESISTANCE COMBOS

Uses ONLY Resistance modular sets and main schemes from Civil War and/or Synthezoid Smackdown. Interchangeable - can be used with any Resistance Leader (Captain America, Spider-Woman, Vision).

Name	Modular Sets	Main Schemes	Notes	Packs
Resistance Avengers ✔️	Spider-Man New Avengers Secret Avengers	Open Rebellion (1B) Secret Avengers (2B)	Teamwork. Small minions. Boost effects. Disruption.	*CW* *CW* *CW*
Young Avengers ***(& Chaperones)***	Young Avengers Scarlet Twins New Avengers	Open Rebellion (1B) Superhero Jailbreak (2B)	Revealed effects. Disruption. Small minions.	*SS* *SS* *CW*
Wrath of Atlantis	Namor Royal Guard Atlanteans	Protect Secret Identities (1B) Superhero Jailbreak (2B)	Boss minion. Discarding your deck. Small minions.	*CW* *SS* *CW*
The Defenders	Moon Knight Defenders Hell's Kitchen	Open Rebellion (1B) Expose Overreach (2B)	Small minions. Revealed effects. Status cards. Villain/Leader healing. Disruption.	*SS* *CW* *CW*
Delivered by Darkness ✔️	Cloak & Dagger New Avengers Secret Avengers	Rallying Call (1B) Superhero Jailbreak (2B)	Boost effects. Unexpected damage. Small minions. Villain/Leader healing.	*CW* *CW* *CW*
Mystic Eclipse	Moon Knight Cloak & Dagger Scarlet Twins	Open Rebellion (1B) Expose Overreach (2B)	Boss minion. Revealed effects. Small minions. Unexpected damage. Villain/Leader healing.	*SS* *CW* *SS*
Treacherous Waters	Defenders Secret Avengers Royal Guard	Open Rebellion (1B) Superhero Jailbreak (2B)	Boost Effects. Small minions. Discarding cards. Disruption.	*CW* *CW* *SS*
Status Force	Spider-Man Scarlet Twins Defenders	Rallying Call (1B) Superhero Jailbreak (2B)	Status cards. Revealed effects. Disruption. Small minions.	*CW* *SS* *CW*

IRON MAN

Themes: Technology, Business, Avenger
Mechanics: Attachments, Registration

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Solving Time Travel Cut Off Support (1B) No Going Back (2B)	Ship Command Temporal Dystopian Nightmare	-3	Small minions. Stuns. Treacheries. Milano helps pay to remove Iron Man attachments. Thematic.	*GMW* *KANG* *APOC*
Marvel Zombies ✔️ Homeland Security (1B) No Going Back (2B)	Legions of Hel Shadow King Under Attack	-1	Mixed minions. Steals allies *(imagine your allies become "zombies")*. Adds undead theme.	*MTS* *STORM* *CORE*
A Suit of Armor Around World Homeland Security (1B) Mighty Avengers (2B)	Vision's Nemesis Set Sentinels Zero Tolerance	-1	Large minions. Drones. Thematic.	*VISION* *MG* *MG*
Director of S.H.I.E.L.D. ✔️ Homeland Security (1B) Negative Zone Prison (2B)	Maria Hill S.H.I.E.L.D. Ops S.H.I.E.L.D.	+0	Threat. Small minions. Tech attachments.	*CW* *SS* *SHIELD*
DEFAULT MODULARS	**3-4 Registration mod sets**	**+0**	**Medium minions. Thematic.**	*CW / SS*
Leading the Avengers Cut Off Support (1B) Mighty Avengers (2B)	Mighty Avengers The Initiative Under Attack	+1	Revealed effects. Small minions. Boost effects. Status cards. Unexpected damage..	*CW* *CW* *CORE*
Extrembiote Suit Enforce the Law (1B) No Going Back (2B)	Symbiotic Strength Venom's Nemesis Set Under Attack	+1	Extra attacks. Dangerous attacks. Small minions. Unexpected damage. Thematic.	*SM* *VENOM* *CORE*
Osborn Takeover Enforce the Law (1B) Mighty Avengers (2B)	Goblin Gear Goblin Gimmicks Band of Badoon	+3	Attachments. Small minions. Thematic. (*Imagine the Badoon are goblins.*)	*SM* *GG* *GMW*
Iron Patriot Homeland Security (1B) Negative Zone Prison (2B)	Supersonic Extreme Risk Thunderbolts	+4	Boss minions (2). Tech attachments. Thematic.	*SHIELD* *SHURI* *CW*
Tech Convention Cut Off Support (1B) Mighty Avengers (2B)	Techno Osborn Tech Under Attack	+4	Boss minion. Piercing. Tech attachments. High boost icons. Thematic.	*FALCON* *SM* *CORE*
"I. AM. IRON MAN." Homeland Security (1B) No Going Back (2B)	Infinity Gauntlet Spider-Man Mighty Avengers	+4	Status cards. ATK/SCH bonus. Medium minions. Teamwork. Impactful boost abilities. Thematic. (*Technically breaks the rules by including a Resistance modular set! Don't tell FFG...!*)	*MTS* *CW* *CW*

CAPTAIN MARVEL

Themes: Energy, Kree, Pilot, Avenger
Mechanics: Energy Counters, Overkill, Anti-Ally (defending)

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Starjammers Cut Off Support (1B) Negative Zone Prison (2B)	Ship Command Space Pirates Ransacked Armory	-1	Small minions. Quickstrike. Card removal. Additional boost cards. Treacheries. Resource generator. Minion attachments. Thematic.	*GMW* *GMW* *HOOD*
Working with S.H.I.E.L.D. Cut Off Support (1B) Negative Zone Prison (2B)	Maria Hill S.H.I.E.L.D. Ops S.H.I.E.L.D.	+0	Small minions. Threat. S.H.I.E.L.D. trait interaction. Thematic.	*CW* *SS* *SHIELD*
The Mightiest Avenger Homeland Security (1B) No Going Back (2B)	Mighty Avengers The Initiative Sitcom	+0	Small minions. Status cards. Alter-ego obligations. Thematic.	*CW* *CW* *MOJO*
DEFAULT MODULARS	**3-4 Registration mod sets**	**+0**	**Medium minions. Thematic.**	***CW / SS***
Kree Warrior Homeland Security (1B) No Going Back (2B)	Kree Militants Captain Marvel's Nemesis Dystopian Nightmare	+1	Large minions. Overkill/piercing boost abilities. Alter-ego. Thematic.	*GMW* *CORE* *APOC*
Charge Me Up ✔️ Homeland Security (1B) Negative Zone Prison (2B)	Armies of Titan Hellfire Armadillo	+2	Toughs. Small minions. Boss minions.	*MTS* *MAGNETO* *NOVA*
Ms. Venom Enforce the Law (1B) No Going Back (2B)	Symbiotic Strength Venom's Nemesis Set Whispers of Paranoia	+2	Extra attacks. Dangerous attacks. Small minions. Anti-Ally. Thematic.	*SM* *VENOM* *SM*
Premonitions Homeland Security (1B) No Going Back (2B)	Telepathy Mighty Avengers S.H.I.E.L.D.	+3	Retaliate. Anti-Ally. SCH bonus. Overkill. Medium minions. Alter-ego. Impactful boost abilities. Thematic.	*NEXT* *CW* *SHIELD*
Binary Cut Off Support (1B) No Going Back (2B)	Super Strength Blue Moon Dystopian Nightmare	+3	Steady. Anti-Rush. Teamwork. Mixed minions. ATK boost. High boost icons. Alter-ego. Thematic.	*NEXT* *APOC* *APOC*
Photonic Backlash Enforce the Law (1B) Mighty Avengers (2B)	Savage Land Telepathy Streets of Mayhem	+4	Retaliate 2. Discarding. Anti-ally. Alter-ego. Mixed minions. Environments.	*APOC* *NEXT* *HOOD*

CAPTAIN AMERICA

Themes: Soldier, Avenger, S.H.I.E.L.D.
Mechanics: Toughs, Shield Back-And-Forth

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Brainwashed Going Underground (1B) Expose Overreach (2B)	Whispers of Paranoia Trickster Magic Dystopian Nightmare	-2	Steady. Large minions. Gives allies. Sends alter-ego. Nemesis interaction. Thematic.	*SM* *TT* *APOC*
Leading the Troops Rallying Call (1B) Superhero Jailbreak (2B)	Infinites Armies of Titan Ransacked Armory	-1	Anti-Ally (defending). Small minions. Attachments.	*APOC* *MTS* *HOOD*
Oops, Joined Hydra Going Underground (1B) Superhero Jailbreak (2B)	Bomb Scare Hydra Assault Weapon Master	-1	Steady. Extra attacks. Small minions. Adds Hydra theme.	*CORE* *RORS* *RORS*
Avengers Assemble ✔️ Rallying Call (1B) Superhero Jailbreak (2B)	New Avengers Secret Avengers Young Avengers	+0	Medium minions. Boost effects. Thematic.	*CW* *CW* *SS*
DEFAULT MODULARS	**3-4 Resistance mod sets**	**+0**	**Medium minions. Thematic.**	***CW / SS***
Street Level Captain Going Underground (1B) Guerilla Warfare (2B)	Weapon Master Defenders Hell's Kitchen	+1	Steady. Extra attacks. Medium minions. Disruption.	*RORS* *CW* *CW*
Captain Venom Going Underground (1B) Superhero Jailbreak (2B)	Symbiotic Strength Venom's Nemesis Set Dystopian Nightmare	+2	Steady. Extra attacks. Dangerous attacks. Small minions. Thematic.	*SM* *VENOM*
Hydra Supreme ✔️ Going Underground (1B) Superhero Jailbreak (2B)	Hydra Assault Hydra Patrol Legions of Hydra	+3	Steady. Anti-Rush. Mixed minions. Minion swarm. Adds Hydra theme.	*RORS* *RORS* *CORE*
Working with S.H.I.E.L.D. Rallying Call (1B) Superhero Jailbreak (2B)	Super Strength Pale Little Spider S.H.I.E.L.D.	+4	Steady. ATK bonus. Vulnerable. Small minions. Anti-S.H.I.E.L.D. Thematic.	*NEXT* *SHIELD* *SHIELD*
Avengers Forever Rallying Call (1B) Expose Overreach (2B)	Hard Sound Master of Time Ant-Man's Nemesis	+4	Mixed minions. Boss minion. Thematic.	*SHIELD* *KANG* *ANT-MAN*
"Gimme Back My Shield!" Going Underground (1B) Expose Overreach (2B)	Flight Moon Knight Genosha	+4	Steady. Overkill. ATK bonus. Piercing Mixed minions.	*NEXT* *CW* *APOC*

SPIDER-WOMAN

Themes: Spy, Double Agent, Web-Warrior, Avenger, Hydra, S.H.I.E.L.D.
Mechanics: Activation Ability, Treacheries, Status Cards

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Hydra Double Agent Open Rebellion (1B) Expose Overreach (2B)	Weapon Master Hydra Assault Bomb Scare	-1	Extra attacks. Small minions. Adds Hydra theme.	*RORS* *RORS* *CORE*
Stealth Mission Open Rebellion (1B) Expose Overreach (2B)	Guerrilla Tactics Secret Avengers Dystopian Nightmare	+0	Bonuses for multiple enemies. Side schemes. Thematic.	*SM* *CW*
Agent of S.H.I.E.L.D. ✔️ Open Rebellion (1B) Superhero Jailbreak (2B)	S.H.I.E.L.D. Guerilla Tactics Power Drain	+0	Vulnerable. Small minions. Anti-S.H.I.E.L.D. Thematic.	*SHIELD* *CW* *GG*
DEFAULT MODULARS	**3-4 Resistance mod sets**	**+0**	**Medium minions. Thematic.**	***CW / SS***
Status Locked Open Rebellion (1B) Guerrilla Warfare (2B)	Beasty Boys Black Tom Cassidy Defenders	+2	Anti-Rush. Stuns cards. Quickstrike. Small minions.	*HOOD* *NEXT* *CW*
Criminal Treachery ✔️ Open Rebellion (1B) Guerilla Warfare (2B)	City in Chaos Armadillo A Mess of Things	+2	Large minions. Stuns. Toughs. Treacheries.	*SM* *NOVA* *GG*
Venom Blast Going Underground (1B) Superhero Jailbreak (2B)	Symbiotic Strength Kree Militants Celestial Tech	+3	Steady. Overkill. Piercing. Extra attacks. Boost abilities. Mixed minions. Attachments.	*SM* *GMW* *APOC*
Self-Propelled Goblin Glider Open Rebellion (1B) Expose Overreach (2B)	Flight Goblin Gimmicks Power Drain	+3	Overkill. No minions. Treacheries. Piercing. ATK bonus. Aerial. Attachments.	*NEXT* *GG*
Treacherous Titans Rallying Call (1B) Expose Overreach (2B)	Gravitational Pull The Leaper Growing Strong	+4	Treacheries. 3x Boss minions.	*SHIELD* *SHIELD* *SILK*

SYNTHEZOID SMACKDOWN SCENARIO PACK

SHE-HULK

Themes: Rage, Lawyer, Gamma, Avenger
Mechanics: Overkill, Anti-Form Changing

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Muddled Mind Cut Off Support (1B) No Going Back (2B)	Enchantress Trickster Magic Whispers of Paranoia	+0	Anti-Rush. Gives allies. Anti-ally. Sends alter-ego. Steals allies. Large minions.	*MTS* *TT* *SM*
Forced Into S.H.I.E.L.D. ✔️ Enforce the Law (1B) Negative Zone Prison (2B)	S.H.I.E.L.D. S.H.I.E.L.D. Ops Martial Law	+0	Small minions. S.H.I.E.L.D. trait interaction. Threat. Thematic.	*SHIELD* *SS* *CW*
DEFAULT MODULARS	**3-4 Registration mod sets**	**+0**	**Medium minions. Thematic.**	***CW / SS***
Superhuman Law Division Enforce the Law (1B) No Going Back (2B)	Crime Sitcom Whispers of Paranoia	+1	Sends alter-ego (for She-Hulk ability). No minions (except stolen allies). Side schemes. Thematic.	*MOJO* *MOJO* *SM*
Throw The Book At Them Homeland Security (1B) Negative Zone Prison (2B)	Hounds Frost Giants Down to Earth	+1	Sends alter-ego + brings you back (for She-Hulk ability). Mixed minions. Quickstrike.	*APOC* *MTS* *SM*
What If... Venom Cut Off Support (1B) Negative Zone Prison (2B)	Symbiotic Strength Venom's Nemesis Set Whispers of Paranoia	+2	Extra attacks. Dangerous attacks. Small minions. Anti-ally. Thematic.	*SM* *VENOM* *SM*
Twerking the Fourth Wall Homeland Security (1B) No Going Back (2B)	Sitcom Wrecking Crew Hulk's Nemesis Set	+3	Sends alter-ego (for She-Hulk ability). Large minions. High boost icons. Thematic.	*MOJO* *HOOD* *HULK*
Punch Club Homeland Security (1B) Negative Zone Prison (2B)	Super Strength She-Hulk's Nemesis Set Sitcom	+3	Steady. ATK boost. Large minion. High boost icons. Status cards. Thematic.	*NEXT* *CORE* *CW*
Civil War Smackdown Homeland Security (1B) Negative Zone Prison (2B)	Super Strength Mighty Avengers S.H.I.E.L.D.	+3	Steady. ATK boost. High boost icons. Medium minions. When Revealed abilities. Impactful boost abilities. Thematic.	*NEXT* *CW* *SHIELD*

VISION

Themes: Android, Robot, Tech, Avenger, Intangible/Phased
Mechanics: Damage Reduction, Form Changing

Name + Main Schemes	Modular Sets	Difficulty	Notes	Packs
Batteries Not Included Open Rebellion (1B) Expose Overreach (2B)	Power Drain Zzzax Military Grade	-2	Treacheries. Mills encounter deck. Attachments. Punishes energy resources. Thematic.	*GG* *IRONHRT* *NEXT*
Dreaming Of Electric Sheep Rallying Call (1B) Superhero Jailbreak (2B)	Zero Tolerance Sentinels Experimental Weapons	-2	Mixed minions. Sentinel trait interaction. Attachments. Robot thematic.	*MG* *MG* *NEXT*
WandaVision ✔️ Going Underground (1B) Expose Overreach (2B)	Sitcom Whispers of Paranoia Scarlet Twins	+0	Steady. Obligations. Alter-ego. Anti-ally. Two minions. Thematic.	*MOJO* *SM* *SS*
Failsafe Program Going Underground (1B) Superhero Jailbreak (2B)	Young Avengers Scarlet Twins Under Attack	+0	Steady. Mixed minions. Revealed effects. Surprise damage. Thematic.	*SS* *SS* *CORE*
DEFAULT MODULARS	**3-4 Resistance mod sets**	**+0**	**Medium minions. Thematic.**	***CW / SS***
A.I. Takeover ✔️ Rallying Call (1B) Superhero Jailbreak (2B)	Sci-Fi Zero Tolerance Dystopian Nightmare	+1	Mixed minions. Toughness environment. Sends alter-ego. Robot thematic.	*MOJO* *MG* *APOC*
Hydra Imitation Going Underground (1B) Superhero Jailbreak (2B)	Legions of Hydra Hydra Patrol Weapon Master	+2	Steady. Additional encounter cards. Mixed minions.	*CORE* *RORS* *RORS*
Power Boost Open Rebellion (1B) Superhero Jailbreak (2B)	Anachronauts New Avengers Goblin Gimmicks	+3	Additional boost cards. Boost effects. Mixed minions.	*KANG* *CW* *GG*
Infinity Ultron Going Underground (1B) Guerilla Warfare (2B)	Infinity Gauntlet Sentinels Under Attack	+3	Steady, Status cards. ATK/SCH bonus. Large minions. Surprise damage. Thematic.	*MTS* *MG* *CORE*
Nanite Shifting Synthezoid Protect Secret Identities (1B) Expose Overreach (2B)	Super Strength Future Past Osborn Tech	+4	Boss minions. Victory display. Nemesis interaction. Attachments. High boost icons. Surge. Steady. Thematic.	*MG* *SM* *CORE*

FEAR NO EVIL CAMPAIGN EXPANSION
[UNRELEASED / SPECULATIVE]

BULLSEYE *[UNRELEASED / SPECULATIVE]*

Themes: Assassin, thrown objects, adamantium spine
Mechanics: Anti-ally, overkill, boost cards, attack ability

Name	Modular Sets	Difficulty	Notes	Packs
Avenged Sevenfold	Secret Avengers New Avengers	+1?	Teamwork. Boost abilities. Mixed minions. Status cards. Avenger interaction.	*CW* *CW*
Assassin's Creed	Gambit's Nemesis Set Arcade	+1?	Mixed minions. Quickstrike. Side schemes. Assassin trait interaction.	*GAMBIT* *JUBILEE*
Master Assassin	Dystopian Nightmare Guerrilla Tactics	+1?	Worse per enemy. Sends alter-ego. Obligations. Side schemes. Low minions. Thematic.	*APOC* *SM*
Symbiotic State	Genosha Symbiotic Strength	+2?	Villain gains Steady (SETUP). Mixed minions. Extra attacks (even if alter-ego). Attachments.	*APOC* *SM*
Killing Time	Anachronauts Temporal	+2?	Mixed minions. Impactful boost abilities. Additional boosts. Stuns. Hazard side schemes.	*KANG* *KANG*
Bullseye's New Skies	Kree Militants Band of Badoon	+2?	Mixed minions. Swarm. Quickstrike. Patrol. Overkill + Piercing. Impactful boost abilities.	*GMW* *GMW*
Assassinate Your Deck	Space Pirates Royal Guard	+2?	Small minions. Quickstrike. Card removal. Discarding your deck. Impactful boost abilities.	*GMW* *HOOD*
Adamantium Alliance	Deathstrike X-23's Nemesis Set	+2?	Large minions. Discarding from hand. Surprise damage. Adamantium theme.	*WOLV.* *X-23*
Oops, Joined A Cult	Age Of Apocalypse Clan Akkaba	+2?	Permanent side scheme. Additional threat. Mixed minions. Additional boost cards.	*APOC* *APOC*
Perfect Aim	Super Strength Weapon Master	+3?	Extra attacks. ATK boost. Steady. Weapon attachments. Thrown Object card. Thematic.	*NEXT* *RORS*
Sinister Strike	Sinister Syndicate Sinister Assault	+3?	Mixed minions. Impactful boost abilities/icons.. *Play with Standard 3 for the namesake card!*	*HOOD* *SM*
Leaves On The Vine	Black Tom Cassidy Hard Sound	+3?	Stuns. Quickstrike. Small minions. Stuns. Two boss minions. Additional boost cards.	*NEXT* *SHIELD*

ELECTRO *[UNRELEASED / SPECULATIVE]*

Themes: Electric, energy, crime
Mechanics: Energy resources, anti-ally, overkill, boost cards, attack ability

Name	Modular Sets	Difficulty	Notes	Packs
Pay Your Power Bill	Power Drain Ship Command	-1?	Mills encounter deck. Free resource generator. Treacheries the Milano can cancel. Thematic. Electro minion is discarded + surges when revealed, or discarded + ignored if put into play.	*GG* *GMW*
Electrical Overload	Power Drain Zzzax	-1?	Mills encounter deck. Treacheries. Punishes energy resources. Thematic. Electro minion is discarded + surges when revealed, or discarded + ignored if put into play.	*GG* *IRONHRT*
Draining Genosha	Power Drain Genosha	+1?	Villain gains Steady. Medium minions. Mills encounter deck. Treacheries. Electro minion is discarded + surges when revealed, or discarded + ignored if put into play.	*GG* *APOC*
Avenged Sevenfold	Secret Avengers New Avengers	+1?	Teamwork. Boost abilities. Mixed minions. Status cards. Avenger interaction.	*CW* *CW*
Resource Extortion	Zzzax S.H.I.E.L.D. Executive Board	+2?	Energy resource punishment. Environments that become villain attachments if resources aren't spent. Alternative loss condition.	*IRONHRT* *SHIELD*
Crime Shockwave	Sinister Syndicate Crossfire's Crew	+2	Anti-Ally. Medium minions. Impactful boost abilities.	*HOOD* *HOOD*
Alien Energies	Menagerie Medley Children of Thanos	+3?	Surprise damage. Mixed minions. Confuses. Impactful boost abilities.	*GMW* *GMW*
Rogues Gallery	Sinister Assault Iron Spider's Sinister Six	+3?	Mixed minions. High boost icons. Attack abilities. Criminal synergy. Thematic.	*SM* *SP//DR*

HAMMERHEAD *[UNRELEASED / SPECULATIVE]*

Themes: Organized crime, one tough noggin'
Mechanics: Stuns, attack ability

Name	Modular Sets	Difficulty	Notes	Packs
Law-Breaking School	Taskmaster Down To Earth	-1	1x Large Retaliate/Toughness/"Quickstrike" minion. Sends alter-ego. Small minions. Thematic.	*SS* *SM*
Hammer Time	Temporal Savage Land	+0	Stuns. Retaliate (Setup). Mills player decks. Mixed minions.	*KANG* *APOC*
Stone Cold Stunner	Beasty Boys Dystopian Nightmare	+1	Stuns. Stuns. Confuses. Two large minions. Obligations. Side schemes.	
New Territory	Genosha Weapon Master	+1	Villain gains Steady. Medium minions. Extra attacks. Attachments.	*APOC* *RORS*
Hammer & Stone	Running Interference Tombstone	+1	Hero + minion attachments. Sends alter-ego. 2x Huge minions. Thematic.	*GG* *FEAR*
The Family Business	State of Emergency Down To Earth	+2	Side schemes. High boost icons. Sends alter-ego. Small minions. Thematic.	*HOOD* *SM*
Criminal Muscle	Super Strength Symbiotic Strength	+3	Permanent +1 ATK villain attachment. Villain gains steady. Extra attacks. Small minions. Thematic.	*NEXT* *SM*

PURPLE MAN *[UNRELEASED / SPECULATIVE]*

Themes: Mind control, manipulation
Mechanics: Anti-ally, stealing allies, Forced Actions, boost cards become encounter cards

Name	Modular Sets	Difficulty	Notes	Packs
Muddled Minds	Trickster Magic Spider-Man	-1?	Mixed minions (can become allies). "Stun/confuse" attachments. 1x Overkill boost ability. Thematic.	*TT* *CW*
Following New Orders	Martial Law S.H.I.E.L.D. Ops	0?	Small minions. Some minions summon other minions. Thematic.	*CW* *SS*
Jessica Works For Me	Defenders Hell's Kitchen	0?	Small minions. Stuns/confuse. Defender interaction Extra villain activations. Thematic.	*CW* *CW*
Obligation Station	Sitcom Genosha	+1?	Villain gains Steady. Medium minions. Sends alter-ego. Obligations.	*MOJO* *APOC*
Master Of Puppets	Enchantress Shadow King	+2?	Steals allies. Sends alter-ego. Prevents attacks. Thematic.	*MTS* *STORM*
Violet Violence	Whispers Of Paranoia Telepathy	+3?	Permanent +1 SCH villain attachment. Villain has Retaliate. Anti-Ally. Sends alter-ego. Attachments. Nemesis interaction. Thematic.	*SM* *NEXT*

TYPHOID MARY *[UNRELEASED / SPECULATIVE]*

Themes: Psionic, fire, mental health
Mechanics: Changing forms/stats, alternative win condition

Name	Modular Sets	Difficulty	Notes	Packs
Fractured Psyche	Whispers Of Paranoia Personal Nightmare	+1?	Sends alter-ego. Mixed attachments. Nemesis interaction. Huge side scheme. Medium minions. Thematic.	*SM* *SM*
Sisterhood of Mutants	Deathstrike Hellfire	+2?	Mixed minions. Discarding from hand. Impactful boost abilities. Thematic.	*WOLV.* *MAGNETO*
New York State Of Mind	Weapon Master Telepathy	+3?	Permanent +1 SCH villain attachment. Villain has Retaliate. Anti-Ally. Sends alter-ego. Extra villain activations. Villain attachments. Thematic.	*RORS* *NEXT*

THE GETAWAY *[UNRELEASED / SPECULATIVE]*

Themes: Car chase, pursuit, speed, vehicles, urban
Mechanics: Thwart through damage, high tempo

Name	Modular Sets	Difficulty	Notes	Packs
Mean Streets of Genosha	Genosha Military Grade	-1?	Villain gains Steady. Medium minions. Mixed attachments. Thematic. *(Contains thematic vehicle minions.)*	*APOC* *NEXT*
Simple Crime	Streets Of Mayhem Down To Earth	-1?	Changing environments. High boost icons. Sends alter-ego. Small minions. Thematic.	*HOOD* *SM*
High-Tech Theft	Ransacked Armory Tracksuit Mafia	+0?	Minion attachments. Minions???	*HOOD* *FEAR*
Crime Spree	City In Chaos Iron Spider's Sinister Six	+1?	Boss minion. Mixed minions. Criminal synergy. Acceleration tokens. Thematic.	*SM* *SP//DR*
Heist Crew	Disasters Crossfire's Crew	+1?	Anti-Ally. Medium minions. ???	*FEAR* *HOOD*
Organized Crime	State of Emergency Sinister Syndicate	+2?	Side schemes. Medium minions. Impactful boost abilities. Thematic.	*HOOD* *HOOD*
Space Chase	Ship Command Flight	+2?	Permanent +1 ATK villain attachment. Villain gains Overkill on all attacks. Aerial interaction. Free resource generator. Treacheries that the Milano can cancel. ***Note this does not add any minions.***	*GMW* *NEXT*
Road Block	Blue Moon Wrecking Crew	+3?	All minions gain Guard. Large minions. Teamwork.	*APOC* *HOOD*

PROTECTION RACKET *[UNRELEASED / SPECULATIVE]*

Themes: Crime, theft, retail, urban
Mechanics: Everyone has a different main scheme

Name	Modular Sets	Difficulty	Notes	Packs
DEFAULT MODULAR	**Disasters** **Tracksuit Mafia**	**+0**	**???** **???**	***FEAR*** ***FEAR***
Criminal Shakedown	Tombstone Down To Earth	+0?	Sends alter-ego. Mixed minions. Minion attachments. Thematic.	*FEAR* *SM*
Strange Customers	Masters Of Evil Hope Summers Longshot	+1?	Large minions. Impactful boost abilities. Helpful Allies (*that interact with main schemes*).	*CORE* *NEXT* *MOJO*
Hydra Fundraiser	Weapon Master Hydra Assault	+1?	Extra villain activations. Villain attachments. Mixed minions.	*RORS* *RORS*
Crime Wave	State of Emergency Sinister Syndicate	+2?	Side schemes. Medium minions. Impactful boost abilities/boost icons. Thematic.	*HOOD* *HOOD*
Breaking And Taking	City In Chaos Wrecking Crew	+2?	Huge minions. High Boost icons. Acceleration tokens. Brute synergy. Thematic.	*SM* *HOOD*

THE RAFT BREAKOUT *[UNRELEASED / SPECULATIVE]*

Themes: Breaking, Crime, Escape, S.H.I.E.L.D.
Mechanics: Big minions, scheming can summon minions

Name	Modular Sets	Difficulty	Notes	Packs
Inside Job	S.H.I.E.L.D. S.H.I.E.L.D. Ops	+0?	Small minions. Patrol. Vulnerable. Anti-S.H.I.E.L.D. cards. Thematic.	*SHIELD* *SS*
Wrongly Imprisoned	New Avengers Secret Avengers	+0?	Teamwork. Boost abilities. Mixed minions. Status cards. Avenger interaction. Thematic.	*CW* *CW*
Out Of Control	Dangerous Recruits Thunderbolts	+0?	Mixed minions. When Revealed abilities. 2x Extra villain activation. Thematic.	*CW* *SS*
Coordinated Job	Disasters Crossfire's Crew	+0?	??? Anti-Ally. Medium minions. Thematic.	*FEAR* *HOOD*
Finding Zemo	Hydra Assault Hydra Patrol	+0?	Small minions Extra encounter cards. Extra attacks. Guard. Thematic.	*RORS* *RORS*
Orders From Thanos	Black Order Children of Thanos	+1?	Mixed minions. Impactful boost icons/boost abilities. Thematic.	*MTS* *MTS*
Martian Jailbreak	Guerrilla Tactics Band of Badoon	+2?	Mixed minions. Impactful boost abilities including 2x overkill/piercing abilities. Worse cards per enemy in play. Side schemes.	*SM* *GMW*
Citywide Distractions	State Of Emergency Tracksuit Mafia	+2?	Side schemes. High boost icons. Thematic. ???	*HOOD* *FEAR*
Masters Of Escape	Sinister Syndicate Masters of Evil	+2?	Mixed minions. Impactful boost abilities. Thematic.	*HOOD* *CORE*
Breaking Out Again	Wrecking Crew Ransacked Armory	+2?	Large minions. High boost icons. Minion attachments. Thematic.	*HOOD* *HOOD*
The Sinister Thirteen	Sinister Assault Iron Spider's Sinister Six	+3?	Mixed minions. High boost icons. Attack abilities. Criminal synergy. Thematic.	*SM* *SP//DR*

STOP THE PRESSES! *[UNRELEASED / SPECULATIVE]*

Themes: Breaking, news, media, journalism
Mechanics: Protect the V.I.P., threat heavy, punishes undefended attacks

Name	Modular Sets	Difficulty	Notes	Packs
Bad Press	City In Chaos Bomb Scare	-1?	Boss minion. Small minions. Acceleration tokens.	*SM* *CORE*
DEFAULT MODULAR	**Tombstone** **Tracksuit Mafia**	**+0**	**Boss minion. Medium minion. Attachments. ???.**	***FEAR*** ***FEAR***
Media Coverage	Running Interference Down To Earth	+0?	Hero attachments. Sends alter-ego. Boss minion. Small minions. Media theme.	*GG* *SM*
Spider-Man Finally Snaps *"Guess I am a menace."*	Spider-Man Dystopian Nightmare	+1	1x Medium minion. "Stun/confuse" attachments. Sends alter-ego. Obligations.	*CW* *APOC*
Mutant Headlines	Genosha Mutant Insurrection	+1	Villain gains Steady (setup). Mixed minions.	*APOC* *NEXT*
Bad News	Under Attack Wrecking Crew	+2?	Anti-Ally. Surprise damage. Huge minions. Villain attachments. High boost icons.	*CORE* *HOOD*
Blame It On Jonah	Symbiotic Strength Dangerous Recruits	+3?	Extra attacks (even if alter-ego). Attachments. Small minions.	*SM* *CW*
The Propaganda Machine	Hydra Assault Weapon Master	+3?	Mixed minions. Attachments. Extra attacks.	*RORS* *RORS*
UFO Sighting Reported	Kree Militants Menagerie Medley	+4?	Mixed minions. Quickstrike. Patrol. Confuses. Surprise damage. Impactful boost abilities including Overkill + Piercing.	*GMW* *GMW*
Quickstrike Nightmare	Space Pirates Hounds	+4?	Quickstrike. Small minions + 2x large minions. Removes your cards from the game. Pulls you out of alter-ego.	*GMW* *APOC*
No Supports Allowed	Gravitational Pull Mystique	+4?	Boss minions. Treacheries. Exhausts characters. Discards your board.	*SHIELD* *MG*
The Halloween Issue	Black Tom Cassidy Horror	+4?	Mixed minions. Quickstrike. Quickstrike environment. Stuns.	*NEXT* *MOJO*

KINGPIN *[UNRELEASED / SPECULATIVE]*

Themes: Crime, urban, strength, resilience
Mechanics: Minion heavy, nemesis sets, tanky

Name	Modular Sets	Difficulty	Notes	Packs
Under Duress	Trickster Magic Dystopian Nightmare	-2?	Large minions that become allies. Side schemes. Sends alter-ego. 1x Overkill boost ability. Obligations. Thematic.	*TT* *APOC*
Safer Streets Initiative	Cape-Killer Martial Law	-1?	Small minions. Swarm. Quickstrike. Thematic.	*CW* *CW*
The Lieutenants	Taskmaster Tombstone	+0?	Large minions. Quickstrike. Enemy attachments. Thematic.	*SS* *FEAR*
Organized Crime	Tracksuit Mafia Disasters	+0?	??? ???	*FEAR* *FEAR*
Martial Artist	Super Strength Down To Earth	+1?	Permanent +1 ATK villain attachment. Villain gains steady. High boost icons. Sends alter-ego. Small minions. Thematic.	*NEXT* *SM*
Knows Your Weakness	Whispers of Paranoia Sinister Syndicate	+1?	Sends alter-ego. Medium minions. Impactful boost abilities. Mixed attachments. Nemesis interaction. Thematic.	*SM* *HOOD*
Classic Spider-Villains	Sinister Assault City In Chaos	+2?	Large minions. High boost icons. Attack abilities. Acceleration tokens. Thematic.	*SM* *SM*